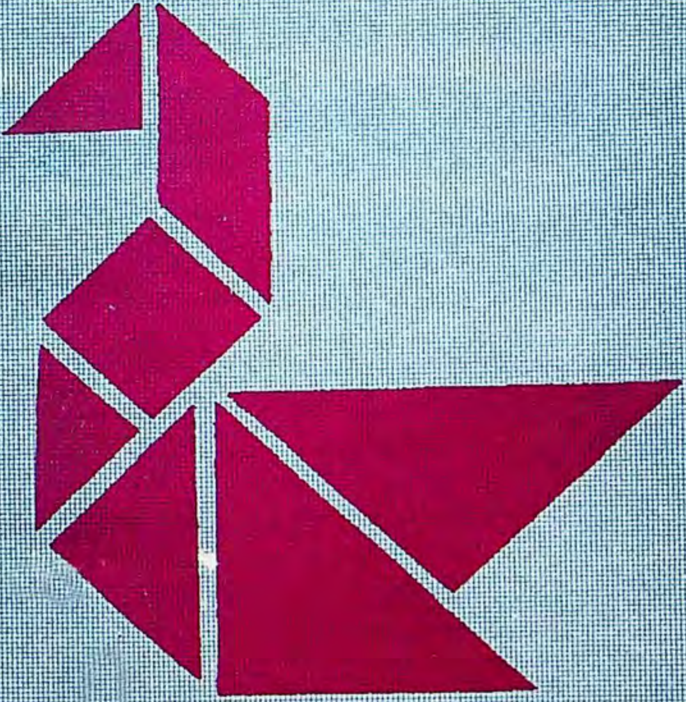
ଟାଙ୍ଗ୍ରାମ



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ଚୀନ୍ ଦେଶର ବର୍ଗ-କୁହୁକ

ଟାନ୍‌ଗ୍ରାମ୍

ସଂକଳନ		ପୂରବୀ ପଟ୍ଟନାୟକ ବିନୟକୃଷ୍ଣ ପଟ୍ଟନାୟକ
ପ୍ରକାଶନ		ମାନବିକ, ତୋଟା ସାହି, ମାଷ୍ଟରପଡା ଫୁଲବାଣୀ - ୭୬୨ ୦୦୧ ଦୂରଭାଷ : (୦୬୮୪୨) ୫୩୨୬୬
ଅକ୍ଷର ସଜ୍ଜା	:	ଶିକ୍ଷାସନ୍ଧାନ, ଭୁବନେଶ୍ୱର
ମୁଦ୍ରଣ	:	ପଦ୍ମା କମର୍ସିଆଲ୍, ଭୁବନେଶ୍ୱର
ମୂଲ୍ୟ	:	କୋଡ଼ିଏ ଟଙ୍କା ମାତ୍ର
ପ୍ରକାଶ କାଳ	:	ଶିଶୁ ଦିବସ, ୧୯୯୯

ମାନବିକ - ଶିକ୍ଷା, ବିଜ୍ଞାନ ଓ ବିକାଶ ଦିଗରେ ଆଗ୍ରହୀ ସାଥୀଙ୍କର ଏକ ଦଳ । ବିଜ୍ଞାନ ଶିକ୍ଷାକୁ ଅଧିକ ଉଦ୍ଦୀପନାମୟ ଓ ଜୀବନଧର୍ମୀ କରିବା ପାଇଁ ଏହା ତରଫରୁ ନିୟମିତ ଗତିବିଧିମାନ କରାଯାଏ । ହାତପାଆନ୍ତା ଜିନିଷକୁ ନେଇ ପିଲାଏ ଦଳରେ ବିଭିନ୍ନ ପରୀକ୍ଷା ନିରୀକ୍ଷା କରିବା ଓ ଆଲୋଚନା କରି ନୂଆ ଧାରଣା ପାଇବା ଉପରେ ଏଠାରେ ଅଧିକ ଗୁରୁତ୍ୱ ଦିଆଯାଏ । ଏହି ପୁସ୍ତିକାଟି ଏହି ପ୍ରକାରର ଗତିବିଧି ଚଳାଇବା ପାଇଁ ଖୋରାକ ଯୋଗାଇ ପାରିବ ।

TANGRAM *Compilation : Purabi Pattanayak, B.K. Pattanayak *Published by MANAVIK *Publication Period : Children's Day, 1999 *Price : Rs. 20.00

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ଚୀନ୍ ଦେଶର ବର୍ଗ-କୁହୁକ

ଟାନ୍‌ଗ୍ରାମ୍

ମାନବିକ,
ତୋଟା ସାହି, ମାଷ୍ଟରପଡା
ଫୁଲବାଣୀ - ୭୬୨ ୦୦୧
ଦୂରଭାଷ : (୦୬୮୪୨) ୫୩୨୬୬

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୩)	ଏହାପରେ ଝ ଗ ପାଖର ମଝି ବିନ୍ଦୁ (ଚ) ଓ ଗ ଘ ପାଖର ମଝି ବିନ୍ଦୁ (ଛ)କୁ ଚିହ୍ନଟ କରାଯାଏ। ଚ ଛ ଧାଡ଼ିକୁ ଯୋଡ଼ି ଦିଆଯାଏ।

୪)	ଚ ଛ ଗାରର ମଝି ବିନ୍ଦୁ (ଜ)କୁ ବାହାର କରାଯାଏ। କ ଓ ଜ କୁ ଯୋଡ଼ି ଦିଆଯାଏ। ଝ ଘ ର ମଝି ବିନ୍ଦୁ 'ଝ' ମିଳିଯାଏ।

୫)	ଝ ଝ ର ମଝି ବିନ୍ଦୁ 'ଟ'କୁ ଚିହ୍ନଟ କରି ଚ ଟ କୁ ଯୋଡ଼ି ଦିଆଯାଏ।

୬)	ଝ ଘ ର ମଝି ବିନ୍ଦୁ 'ଠ'କୁ ଚିହ୍ନଟ କରାଯାଏ। ଜ ଠ କୁ କୋଣୁଆ ଯୋଡ଼ି ଦିଆଯାଏ।

ଏଥର ବର୍ଗକ୍ଷେତ୍ର ଭିତରର ଏହି ଗାରଗୁଡ଼ିକ ଉପରେ ଛୁରୀ, ବ୍ଲେଡ ବା କଇଁଚି ଚଳାଯାଇ ବର୍ଗକ୍ଷେତ୍ରଟିକୁ ୭ଟି ଖଣ୍ଡରେ କାଟି ଦିଆଯାଏ। ଏଥିରୁ ଦୁଇଟି ବଡ଼ ତ୍ରିଭୁଜ, ତିନୋଟି ଛୋଟ ତ୍ରିଭୁଜ, ଗୋଟିଏ ବର୍ଗକ୍ଷେତ୍ର ଓ ଗୋଟିଏ ସାମାନ୍ତରିକ କ୍ଷେତ୍ର ମିଳିପାରିବ। ଏହି ୭ଟି ଖଣ୍ଡକୁ ନେଇ ଆମେ ହଜାର ହଜାର ପ୍ରକାର ସୁନ୍ଦର ଆକୃତି ବନାଇପାରିବା।

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କେତୋଟି ଜ୍ୟାମିତିକ ଆକୃତି ବନାଇବା

କ. ସାତଟି ଖଣ୍ଡକୁ ନେଇ ପ୍ରଥମେ ଆମେ ମୂଳ ବର୍ଗକ୍ଷେତ୍ରଟିକୁ ପୁଣି ବନାଇବାକୁ ଚେଷ୍ଟା କରିବା । ମନେ ଅଛି ତ ? କେଉଁଠିକୁ ନ ଦେଖି କରି ଦେଇ ପାରିଲେ ଜଣା ପଡ଼ିଯିବ ଯେ ଆମର କାଟିବାର ସୂତ୍ରଟି ମନେ ଅଛି । (ଅନେକ ପିଲା ଏହାକୁ ମନରୁ ଯୋଡ଼ିବା ପାଇଁ ବେଶ୍ ସମୟ ନେଇଥାନ୍ତି ।)

ଖ. ଏହି ସାତଟି ଖଣ୍ଡକୁ ନେଇ ଏକା ଆକାରର ଦୁଇଟି ବର୍ଗକ୍ଷେତ୍ର ବନାଇବା ।

ଗ. ସାତଟି ଖଣ୍ଡକୁ ନେଇ ଦୁଇଟି ଏକା ପ୍ରକାରର ତ୍ରିଭୁଜ ବନାଇବା ।

ଘ. ସବୁତକ ଖଣ୍ଡକୁ ନେଇ ଏକ ଆୟତକ୍ଷେତ୍ର ବନାଇବା ।

ଙ. ସବୁ ଖଣ୍ଡକୁ ନେଇ ଏକ ସାମାନ୍ତରିକ କ୍ଷେତ୍ର ବନାଇବା ।

:

ଏଗୁଡ଼ିକ ବନାଇବା ପାଇଁ ମଜା ଲାଗିବ । କିନ୍ତୁ ମନେ ରଖିବା, ଏଗୁଡ଼ିକ *ଟାନ୍‌ଗ୍ରାମ୍* ନୁହେଁ । *ଟାନ୍‌ଗ୍ରାମ୍* ବନାଇବାର ନିୟମ ହେଉଛି : ପ୍ରତି ଆକୃତି ବନାଇବା ସମୟରେ ୭ଟି ଯାକ ଖଣ୍ଡକୁ ବ୍ୟବହାର କରାଯିବ । ସବୁ ଖଣ୍ଡ ପାଖାପାଖି ଲାଗି ରହିବ । ଗୋଟିଏ ଖଣ୍ଡ ଆଉ ଗୋଟିଏ ଖଣ୍ଡ ଉପରେ ଚଢିଯିବ ନାହିଁ ବା ଭଲା ଦେଇ ରହିବ ନାହିଁ । ଆକୃତିରେ କୌଣସି ଖଣ୍ଡ ବି ଅଯଥା ଲାଗିଥିଲା ପରି ମନେ ହେବ ନାହିଁ ।

ଉପରେ ବର୍ଣ୍ଣନା କରାଯାଇଥିବା ଜ୍ୟାମିତିକ ଆକୃତିଗୁଡ଼ିକ କିଛି ମଜାଦାର ଖେଳ ମାତ୍ର ।

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ଜ୍ୟାମିତିକ ଆକୃତିର ଧାରଣା ଦେବା, ବିଭିନ୍ନ ଜ୍ୟାମିତିକ କସରତ କରାଇବା ଓ ପିଲାଙ୍କର ଏକାଗ୍ରତା ବଢାଇବା ପାଇଁ ଶିକ୍ଷିକା, ଶିକ୍ଷକମାନେ ଏହାକୁ ସଫଳ ଭାବରେ ଉପଯୋଗ କରିପାରିବେ। ପିଲାଙ୍କର ମାନସିକ ଦକ୍ଷତା ବଢାଇବା ଦିଗରେ ଏହା ଏକ ମନଛୁଆଁ ଉପଯୋଗୀ ଖେଳ । ପିଲାଏ ଘଣ୍ଟା ଘଣ୍ଟା ଧରି ଏଥିରେ ଲାଗିଯାଇଥାନ୍ତି।

ଏହି ବହିଟି ଉପରେ ଆଖି ପକାଇନେବା ପରେ ଆପଣଙ୍କର ବି ଇଚ୍ଛା ହେବ ଏଥିରୁ କେତୋଟି ଆକୃତିକୁ ନିଜେ ବନାଇବା ପାଇଁ। ପାଇଗଲା ପରେ ଯେଉଁ ଆନନ୍ଦ ମିଳିବ ତାହା ଆପଣ ହିଁ ବୁଝିପାରିବେ। ଏହି ବହିର ଆକୃତି ଛଡା ଆଉ କେତୋଟି ନୂଆ ଆକୃତି ବି ବନାଇବା ପାଇଁ ଚେଷ୍ଟା କରନ୍ତୁ। ଯଦି କିଛି ମନଛୁଆଁ ଆକୃତି ଆପଣ ଆବିଷ୍କାର କରନ୍ତି, ଆମକୁ ଏହାର ଏକ ଛବି ଆଙ୍କି ନିଶ୍ଚୟ ଜଣାଇବେ । ଏହି ବହିଟିର ଆସନ୍ତା ସଂସ୍କରଣରେ ଆମେ ସେଗୁଡ଼ିକୁ ସ୍ଥାନ ଦେବାକୁ ଯୋଜନା ରଖିଛୁ । ଆପଣଙ୍କୁ ଏହି କାମ ଯଦି ଭଲ ନଲାଗେ, ତା' ବି ଆମକୁ ଜଣାଇବେ।

ଆପଣଙ୍କ ପାଇଁ ଅନେକ ସୃଜନଶୀଳତା, ଉନ୍ମାଦନା ଓ ଆନନ୍ଦ କାମନା କରି ....

ମାନବିକ ପରିବାର

ଏହି ବହିଟିରେ ପୃଷ୍ଠା ୧୧ରୁ ୧୨୯ ଯାଏଁ ଅନେକଗୁଡ଼ିଏ ମଜାଦାର ଆକୃତି ଦିଆଯାଇଛି । ଏଥିରୁ ପ୍ରତ୍ୟେକଟି ଆକୃତି ଗୋଟିଏ ଗୋଟିଏ ପହଳି । ହାତରେ ୭ଟି ଖଣ୍ଡକୁ ଧରି ଆମେ ଗୋଟାକ ପରେ ଗୋଟିଏ କରି ଆକୃତି ଖୋଜି ଚାଲିବା । ଏହା ପର ପୃଷ୍ଠାଗୁଡ଼ିକରେ ପହଳିଗୁଡ଼ିକର ଉତ୍ତର ଦିଆଯାଇଛି । ସାତଟି ଖଣ୍ଡକୁ କେଉଁଠି କିପରି ଯୋଡ଼ାଯିବ, ତାହାକୁ ଏଥିରେ ଚିତ୍ର ମାଧ୍ୟମରେ ବୁଝାଯାଇଛି । ଏଥର ଆସନ୍ତୁ ଆମେ ଓଲଟାଇ ଯିବା ଏହି ଦୁଇରୁ ଅଢେଇ ହଜାର ବର୍ଷ ଗବେଷଣାର ଏହି ମଜାଦାର ପହଳିଗୁଡ଼ିକୁ ଏହି ଦେଢଶହଟି କାଗଜ ପୃଷ୍ଠା ମଧ୍ୟରେ ।

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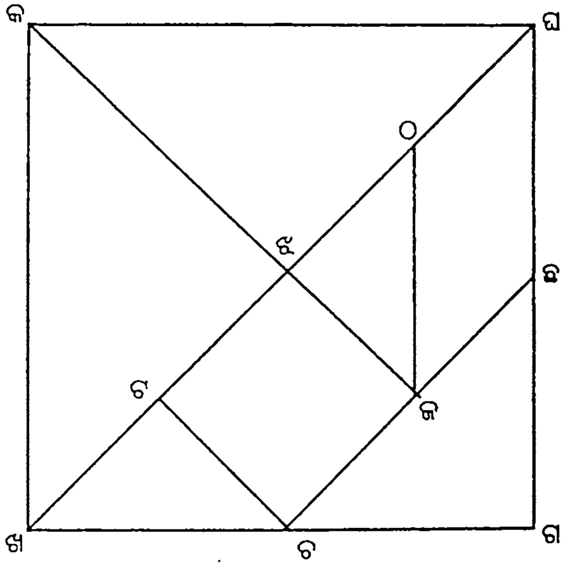
ସାତଟି ଖଣ୍ଡର କୁହୁକ

ଚୀନ ଦେଶର ଏହି ବିଖ୍ୟାତ ପହଳିଟିର ମୂଳ ଆଧାର ହେଉଛି - ଏକ ବର୍ଗାକାର କାଗଜ ବା ପଟି । ତଳ ଚିତ୍ର ଅନୁସାରେ ଏହାକୁ ୭ ଖଣ୍ଡ କରି କାଟିବାକୁ ହୁଏ । ଏହାର କେତୋଟି ପାହାଚ ଉପରେ ଆଖି ପକାଇବା ।



୧) କ ଖ ଗ ଘ ଏକ ବର୍ଗକ୍ଷେତ୍ର ।

୨) ପ୍ରଥମେ ଏହାର ଖ ଘ କର୍ଣ୍ଣକୁ ଯୋଡ଼ି ବର୍ଗକ୍ଷେତ୍ରଟିକୁ ଦୁଇଭାଗ କରିବାକୁ ହୁଏ ।

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ଏ ବହିଟି କାହିଁକି ?

ଏହା ଚୀନ ଦେଶର ଏକ ବିଖ୍ୟାତ ଓ ବିଚିତ୍ର ପହଳି । ଏହାର ନାମ *ଟାନ୍‌ଗ୍ରାମ୍* । ନାମଟି ଶୁଣିଲେ ତ କିଛି ବୁଝି ହୁଏ ନାହିଁ । କିନ୍ତୁ ଥରେ ଏହାର ମଜା ପାଇଗଲେ ଏହାକୁ ଛାଡ଼ି ହୁଏ ନାହିଁ । *ମାନ*ବିକରେ ଏହି ବୁଦ୍ଧି ଖଟାଇବା ଖେଳଟିରୁ ଆମେ ବହୁତ ଆନନ୍ଦ ପାଇଛୁ । ସୃଜନିକା, ଭାରତ ଜ୍ଞାନ ବିଜ୍ଞାନ ସମିତି ଓ ରତପଲ୍ଲୀରେ ବିଭିନ୍ନ ସମୟରେ ଏହାକୁ ହାତରେ ବନାଇ (ଡ୍ରଇଂ କାଗଜ, ପୋଷ୍ଟକାର୍ଡ୍, ନିମନ୍ତ୍ରଣ ପତ୍ର, ରବର୍ ସୋଲ୍, ପ୍ଲାଇଉଡ୍ ବା ଫୋମ୍ ଶିଟ୍‌କୁ କାଟି), ପିଲା ଓ ବଡ଼ଙ୍କ ସହିତ ବିଭିନ୍ନ ଆକୃତି ଆବିଷ୍କାର ବା ଉଦ୍‌ଭାବନ କରିବା ପାଇଁ ଆମେ ଘଣ୍ଟା ଘଣ୍ଟା ଧରି ଲାଗିଛୁ । ସଫଳତା ପାଇଗଲା ପରେ ଉଲ୍ଲସିତ ହୋଇଛୁ । ପରସ୍ପରକୁ ସାବାସୀ ଦେଇଛୁ ଓ ନୂଆ ନୂଆ ଆହ୍ୱାନର ସାମନା କରିବା ପାଇଁ ଅଣ୍ଟା ଭିଡ଼ିଛୁ । ଏହା ତ ଜୀବନ-ଶିକ୍ଷାର ଏକ ବଡ଼ ଦିଗ ଅଟେ ।

ପୁଣି ଟାନ୍‌ଗ୍ରାମ୍‌ର ଦୁନିଆକୁ ଫେରିଆସିବା । ଏହାର ଆରମ୍ଭ ଖ୍ରୀଷ୍ଟପୂର୍ବ ପ୍ରାୟ ୩୩୦ ମସିହା ସମୟରେ ହୋଇଥିଲା । ଏହା ଆଜିକୁ ପ୍ରାୟ ୨୩୩୦ ବର୍ଷ ତଳର କଥା । ଚୀନ ଦେଶର ଲୋକେ ଏହି ଚମତ୍କାର ପହଳିଟିକୁ ଜନ୍ମ ଦେଇଥିଲେ । ଏଥର ଦେଖିବା ଏହା କ'ଣ ? ଏହାର ଉତ୍ତରଟି ବେଶ୍ ସରଳ । ପହଳିଟିର ମୂଳ ଆଧାର ମାତ୍ର ୭ ଖଣ୍ଡ ଜ୍ୟାମିତିକ ଆକୃତି (ପାଞ୍ଚଟି ତ୍ରିଭୁଜ, ଗୋଟିଏ ବର୍ଗକ୍ଷେତ୍ର ଓ ଗୋଟିଏ ସାମାନ୍ତରିକ କ୍ଷେତ୍ର) - ଯାହାକି ମିଳିଥାଏ ଗୋଟିଏ ମାତ୍ର ବର୍ଗକ୍ଷେତ୍ରରୁ । ଏଗୁଡ଼ିକ ପାଇବା ପାଇଁ ବର୍ଗକ୍ଷେତ୍ରଟିକୁ ଏକ ନିର୍ଦ୍ଦିଷ୍ଟ ଭାବରେ କାଟିବାକୁ ପଡ଼ିଥାଏ । ଏହା ବେଶ୍ ସରଳ ଅଟେ । ଏହି ସାତଟି ଖଣ୍ଡ ମିଳିଗଲା ପରେ ଆମେ ସିଧା

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ଖେଳ ଆରମ୍ଭ କରିଦେଇ ପାରିବା । ଏଥିରେ ଅଳ୍ପ କେତୋଟି ସରଳ ନିୟମ ମାନିବାକୁ ପଡ଼େ । ଗୋଟିଏ ହେଲା - ଯେ କୌଣସି ଆକୃତି ବନାଇବା ସମୟରେ ୭ଟି ଯାକ ଖଣ୍ଡକୁ କାମରେ ଲଗାଇବାକୁ ହୁଏ । ଦ୍ୱିତୀୟରେ, ଏହି ଖଣ୍ଡଗୁଡ଼ିକ ଦୁଇ-ତଳ ବିଶିଷ୍ଟ ଅଟେ । ଏଗୁଡ଼ିକୁ ପରସ୍ପର ସହିତ ଛୁଆଁଇ ରଖାଯାଇପାରେ। କିନ୍ତୁ ଗୋଟିକୁ ଆଉ ଗୋଟାକ ଉପରେ ଢିରା ଦେଇ ରଖିବା, ଚଢାଇ ରଖିବା ବା ଠିଆ କରାଇବା ମନା ହୋଇଥାଏ ।

ଏହି ଖେଳଟି ସବୁ ସମୟରେ ସବୁ ସ୍ଥାନରେ ସବୁ ସ୍ତରର ଲୋକଙ୍କର ବହୁଳ ଆଦର ପାଇଛି । ଚୀନ ଛାଡ଼ି ଏହା ଭାରତ, ଜାପାନ୍, ଇଉରୋପ, ଆମେରିକା ଆଡ଼କୁ ବି ମାଡ଼ିଯାଇଛି । କାରଣ ଏହି ୭ଟି ଖଣ୍ଡକୁ ଅଦଳବଦଳ କରି ଯୋଡ଼ି କେତେ ହଜାର ପ୍ରକାରର ଆକୃତି କରାଯାଇପାରେ । ଏହା ଏକ ଚମତ୍କାରୀ ନୁହେଁ କି ? ପୁଣି ଏହି ଆକୃତିଗୁଡ଼ିକରେ ଅନେକ ଗୁଡ଼ିଏ ଧାରୁଆ ତ୍ରିଭୁଜ ଲାଗୁଥିବାରୁ ଏଗୁଡ଼ିକ ବେଶ୍ ସୁନ୍ଦର ମନେ ହୋଇଥାଏ । ଏହି ସଂକଳନଟିରେ ଆମେ ବିଭିନ୍ନ ବହିରୁ ଛବିଗୁଡ଼ିକ ନେଇଛୁ । ଉଭୟ ଚୀନ୍ ଓ ଇଉରୋପରେ ଆବିଷ୍କୃତ ଓ ବ୍ୟବହୃତ ତଥ୍ୟ ଓ ଛବିକୁ ଏଠାରେ ଦେଇଛୁ । ଏଥିରେ ବିଭିନ୍ନ ଭଙ୍ଗୀରେ ଥିବା ମଣିଷ, ବିଭିନ୍ନ ପଶୁପକ୍ଷୀ, ଜ୍ୟାମିତିକ ଆକୃତି, ଅକ୍ଷର ଓ ଅଙ୍କଗୁଡ଼ିକ ସବୁ ଜାଗାରେ ସମସ୍ତଙ୍କର ଆଦର ପାଇଛି ।

ପ୍ରକୃତରେ ଏଗୁଡ଼ିକୁ ସମାଧାନ କରିବା ପାଇଁ ଆଗ୍ରହୀ ସାଥିଙ୍କୁ ବିଭିନ୍ନ ଦିଗରୁ ଚିନ୍ତା କରି ବେଶ୍ ସୃଜନଶୀଳ ହେବାକୁ ପଡ଼ିବ । ଏହାକୁ ଜଣେ ବା ଏକାଧିକ ସାଥି ଏକା ସମୟରେ ଖେଳି ପାରିବେ । ଏହାକୁ କିପରି ବ୍ୟବହାର କରିବେ ତାହା ଆପଣଙ୍କୁ ଠିକ୍ କରିବାକୁ ପଡ଼ିବ । ଡ଼ିଜାଇନର୍‌ମାନେ ଚାହିଁଲେ ଏଥିରୁ ମିଳୁଥିବର ଆକୃତିଗୁଡ଼ିକୁ ବିଭିନ୍ନ ସାମଗ୍ରୀର ସଙ୍କେତ ରୂପେ ବି ବ୍ୟାବହାର କରିପାରିବେ । ପିଲାଙ୍କୁ ବିଭିନ୍ନ

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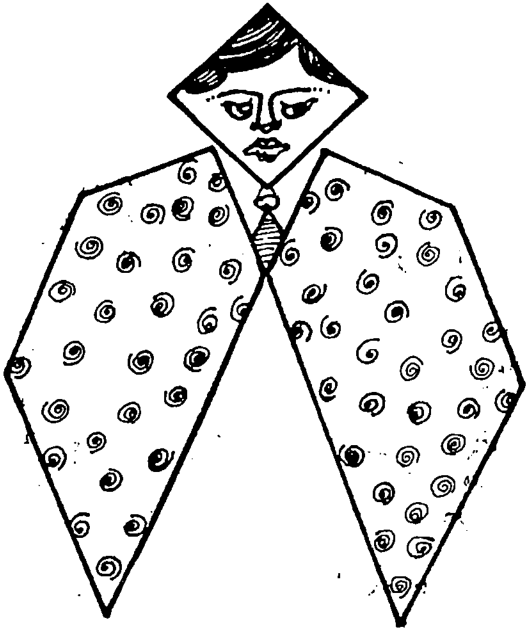
ଓଃ, ଏମିତି ବି କରାଯାଇପାରେ !

ଏହି ୭ଟି ଖଣ୍ଡକୁ ନେଇ ଆଉ କିଛି ଖେଳ ଖେଳିବା । ୭ଟି ଖଣ୍ଡକୁ ତଳ ଚିତ୍ର ପରି ସଜାଇବା ପରେ କଲମ ବା ପେନ୍‌ସିଲ୍ ଦ୍ୱାରା ଏହାର ବାହାର ଧାରକୁ ଆଙ୍କି ଦେବା । ଏହାପରେ ଏହା ଦେହରେ ଆଖି, ହାତ, ପୋଷାକ, ଆଦି ଆଙ୍କି ଆମେ ଏହାକୁ



ଅଧିକ ଜୀବନ୍ତ କରି ଦେଇ ପାରିବା । ଏହା ବି ଏକ ମଜାଦାର କାମ । ଏଗୁଡ଼ିକ ବନାଇବା ପାଇଁ ଯଥେଷ୍ଟ ସୃଜନଶୀଳତା ଲୋଡ଼ା ହୋଇଥାଏ ।

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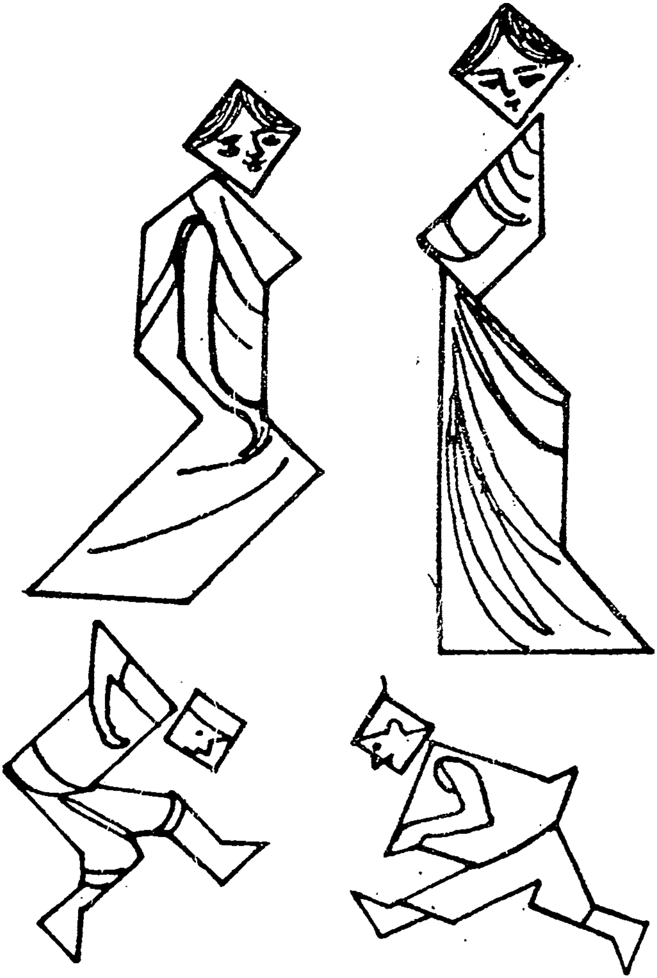

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କିନ୍ତୁ ମନେ ରଖିବା : ଏହା ଏକ ଦ୍ୱିତଳ-ବିଶିଷ୍ଟ ପହଳି । ଏଥିରେ ସବୁ ଆକୃତିରେ ୭ଟି ଯାକ ଖଣ୍ଡ ବ୍ୟବହୃତ ହେବ । ମୂଳ ଆକୃତିରେ କୌଣସି ଖଣ୍ଡ ବି ଅଯଥା ମନେ ହେବ ନାହିଁ । ଏଥିରେ କୌଣସି ଖଣ୍ଡ ଅନ୍ୟ ଖଣ୍ଡ ଉପରେ ଚଢିବ ନାହିଁବା ଭରା ଦେଇ ରହିବ ନାହିଁ ।

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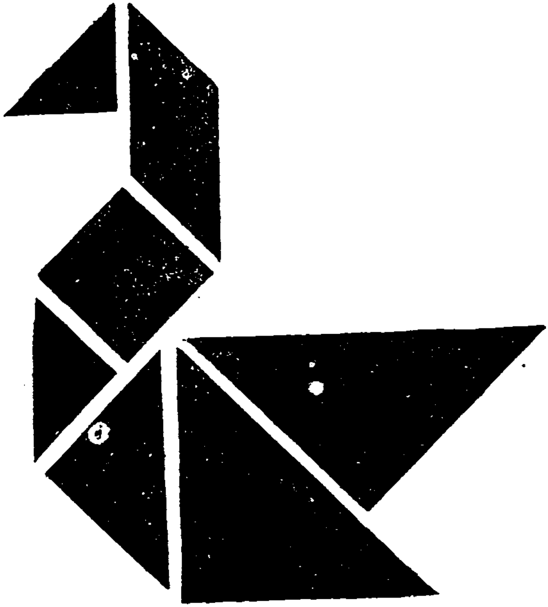
ଟାନ୍‌ଗ୍ରାମ୍‌ର ଦୁନିଆ

ଆଗର ଦୁଇ ତିନୋଟି ଖେଳ ମାଧ୍ୟମରେ ଆମେ ୭ଟି ଖଣ୍ଡର ଆକୃତି ବନାଇବା ସହିତ କିଛିଟା ଅଭ୍ୟସ୍ତ ହୋଇସାରିଛେ। ଏଥର ୭ଟି



ଖଣ୍ଡକୁ ନେଇ ତଳ ଆକୃତିଟି ବନାଇବା । ଏକ ସୁନ୍ଦର ହଂସ ପରି ଦେଖାଯାଉଛି ନା ? ଖାଲି ଏତିକି ନୁହେଁ। ଆଗକୁ ତ ଆମେ ଏପରି ହଜାର ହଜାର ମଜାଦାର ଆକୃତି ବନାଇପାରିବା । ଏହାଛଡ଼ା ମନରୁ ବି ନୂଆ ନୂଆ ଆକୃତିମାନ ବନାଇପାରିବା ।

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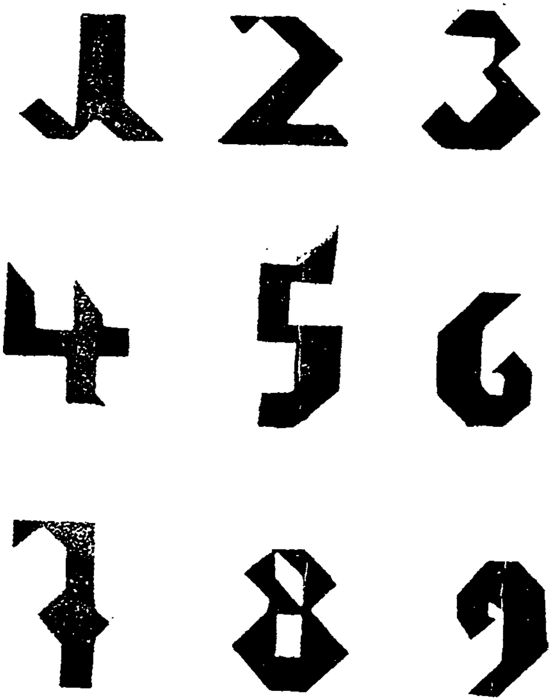

ସେହି ୭ଟି ଖଣ୍ଡରେ ବିଭିନ୍ନ ଅଙ୍କର ଆକୃତି ।

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ଇଂରାଜୀ ବର୍ଣ୍ଣମାଳାର ସବୁ ଅକ୍ଷରକୁ ବି ବନାଯାଇପାରିବ ।

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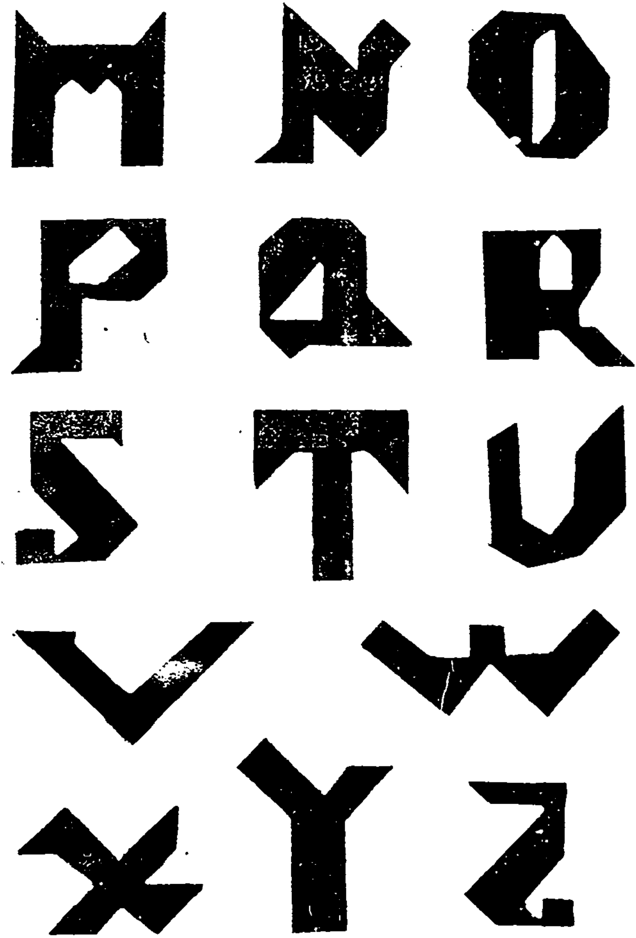

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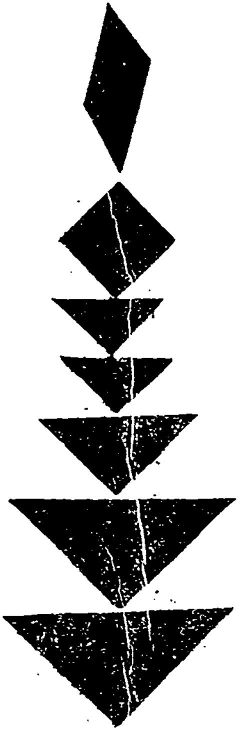

ଏକ ସୁନ୍ଦର ଦୀପ ।

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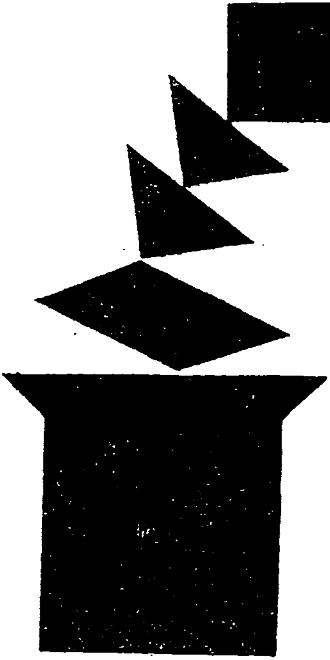

ଏହା କିପରି ଦେଖାଯାଉଛି ? ଏକ ଦୀପଶିଖା, ଏକ ଗଛ, ନା ...? ଆଉ କିଛି ବି ହୋଇପାରେ ।

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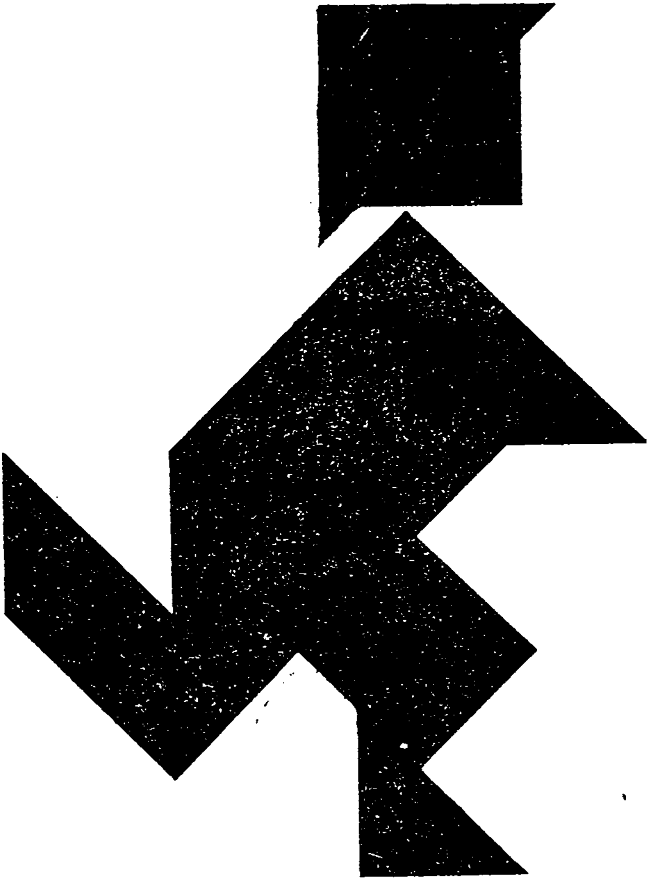
ଆରେ ....ଆରେ, ଏକ ମଣିଷ ଛୁଆ ବି ଧାଇଁପାରେ ?



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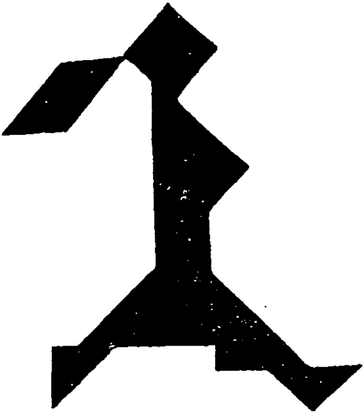
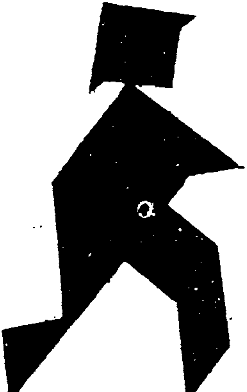
ହୁଁ...ଏକ ଠେକୁଆ ବି ଚାଲିପାରେ, ଜଣେ ସୈନ୍ୟ ଆଗକୁ ମାଡ଼ିଯାଇପାରେ ।





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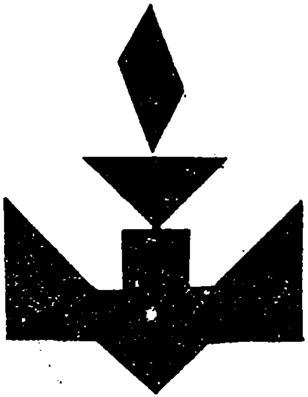

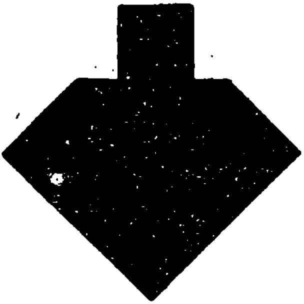

କିଛି ସୁନ୍ଦର ଆକୃତି ...

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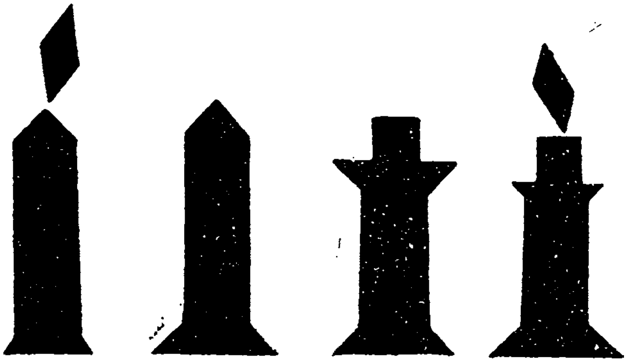
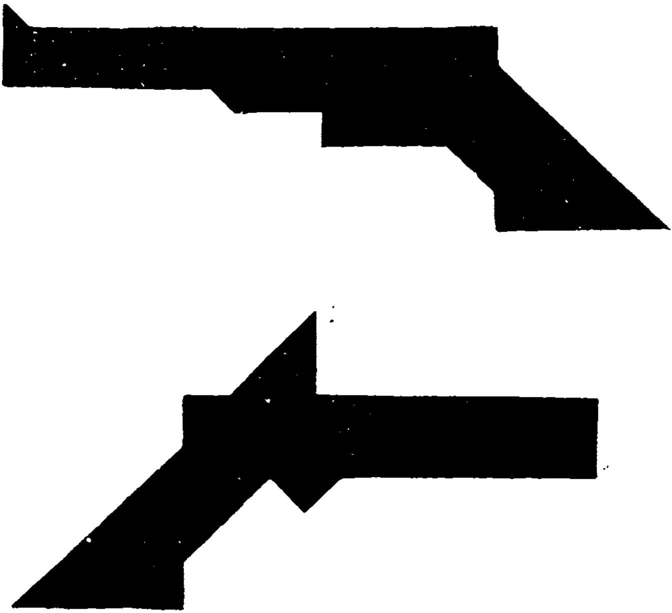


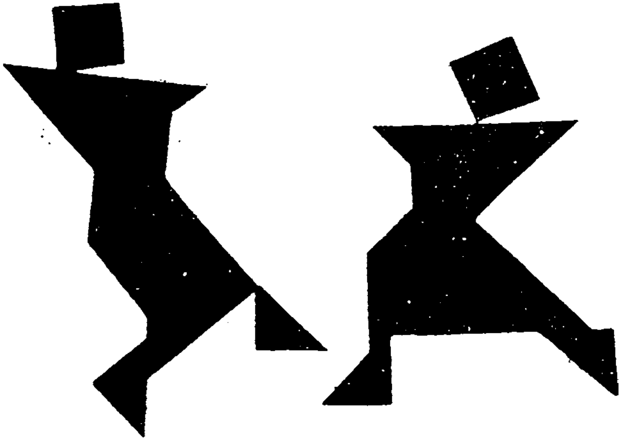
ଜଳନ୍ତା ମହମବତୀର ବିଭିନ୍ନ ଅବସ୍ଥା ...

Digitized by PPRACHIN, SOA

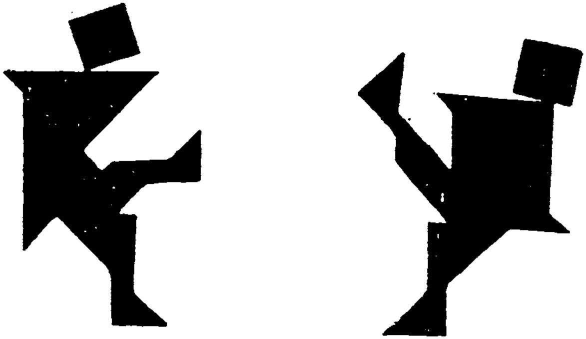


ଆରେ ବାପ୍‌ରେ .... ବନ୍ଧୁକ !!

Digitized by PPRACHIN, SOA



ଆସ ନାଚିବା ....



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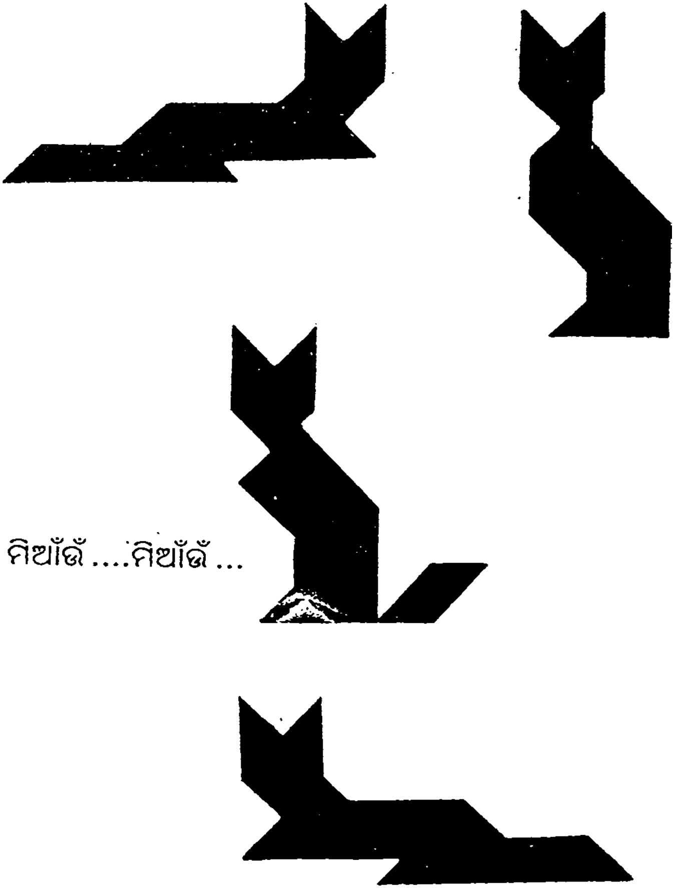

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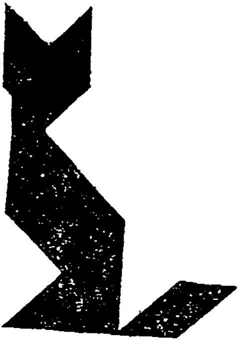
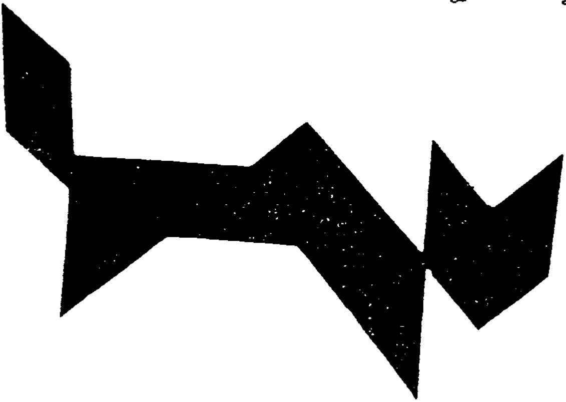


ବିଲେଇ ନାନୀ ବସିଛି ଛକି ମୂଷା ବାଟକୁ ଚାହିଁ ....



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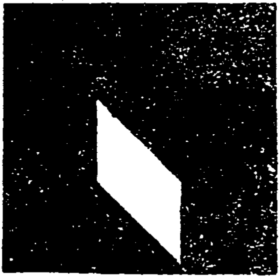
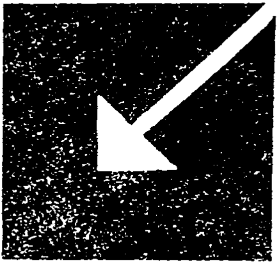
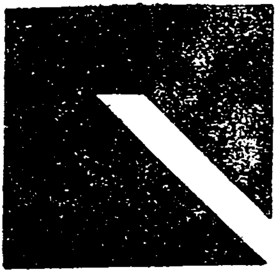
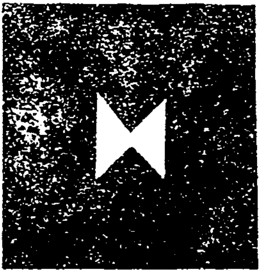




ଆଉ କିଛି ସୁନ୍ଦର ଆକୃତି....





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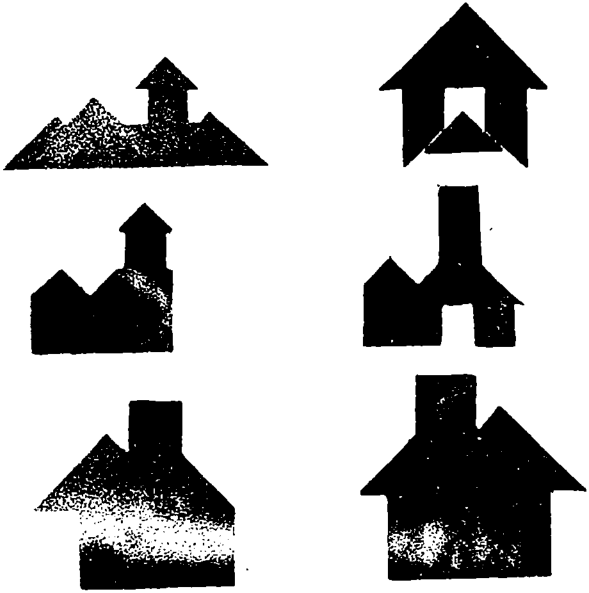
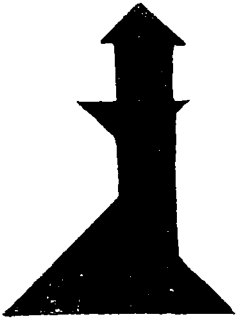


କେଉଁ ଘରଟି ଭଲ ଲାଗୁଛି ?



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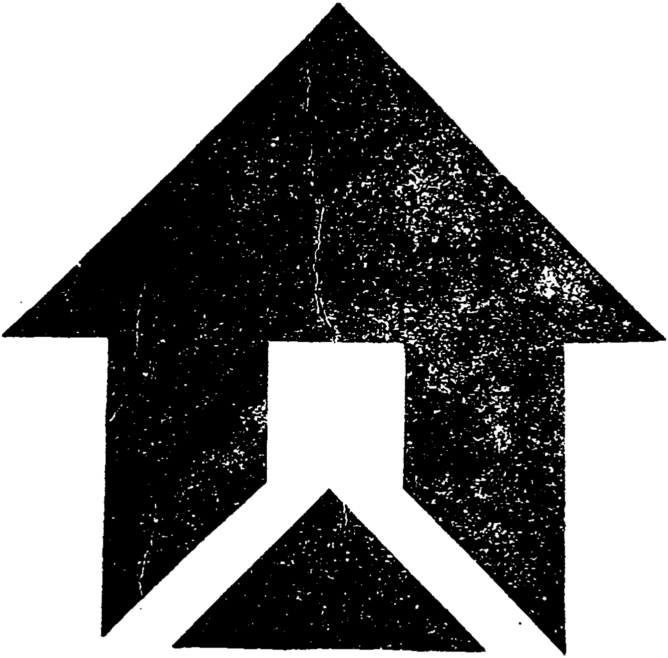
କେଡ଼େ ସୁନ୍ଦର ଘରଟିଏ ହୋଇପାରେ !



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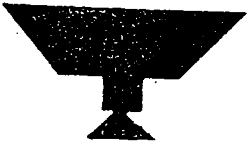
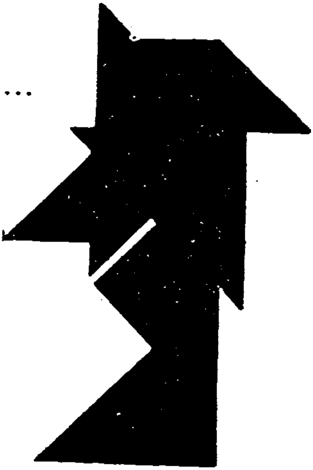
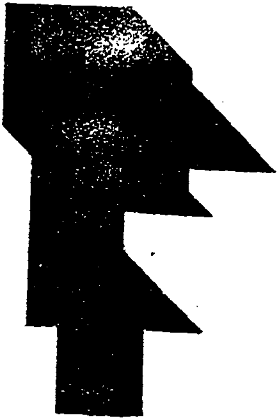
ବାଃରେ ବାଃ ବଢ଼ିଆ ଖାନା....







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କେତୋଟି ଜଣାଶୁଣା ଭଙ୍ଗୀ....

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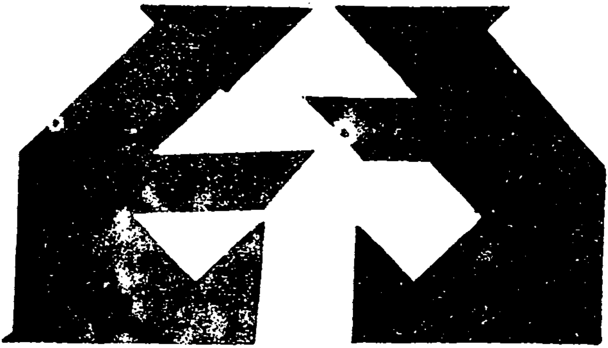
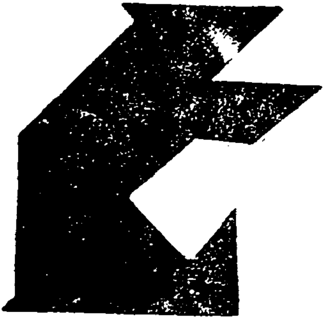
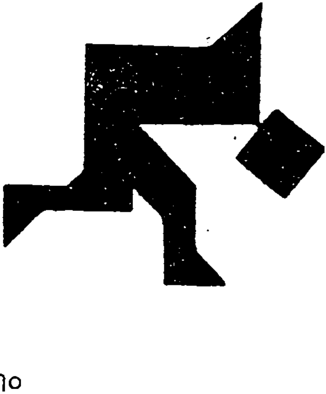


ଭାଲୁଙ୍କ ଭେଲିକି





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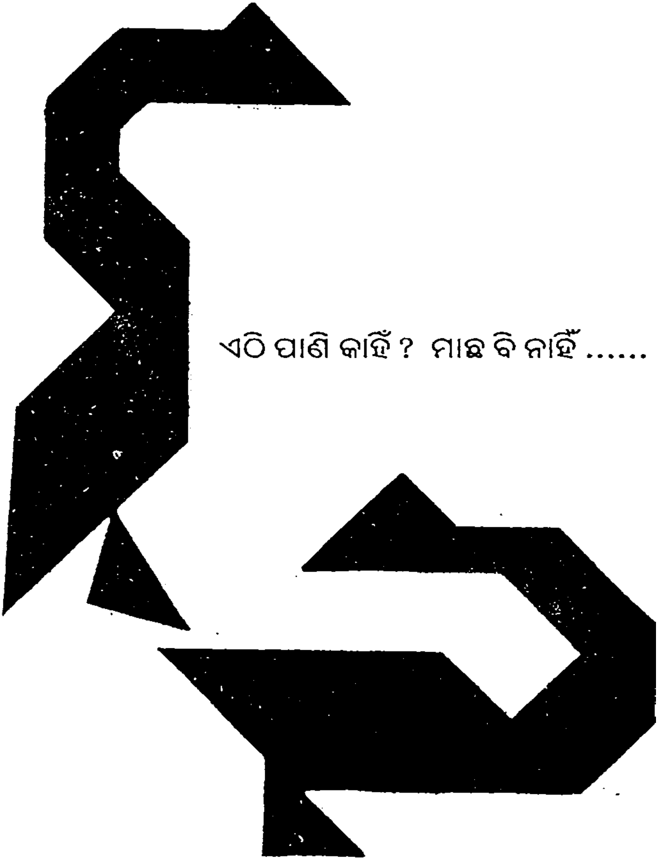

ଏଠି ପାଣି କାହିଁ ? ମାଛ ବି ନାହିଁ ......

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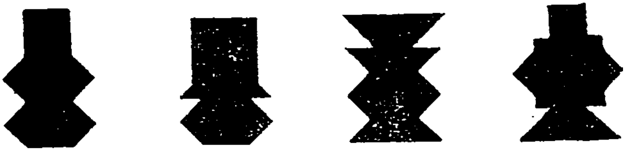
ଏହି ଆକୃତିଗୁଡ଼ିକ କେମିତି ଲାଗୁଛି ?



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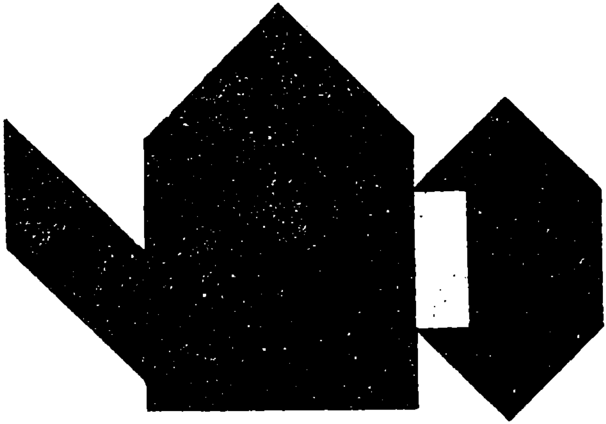

ଖଣ୍ଡକୁ ଖଣ୍ଡ ଯୋଡ଼ି ଯୋଡ଼ିକା କେଟ୍‌ଲି ବନାଇ ଦିଅ,

ଭିତରେ ଭରି ଧରିଛି ଚା' କିଏ ପିଇବ କୁହ ?

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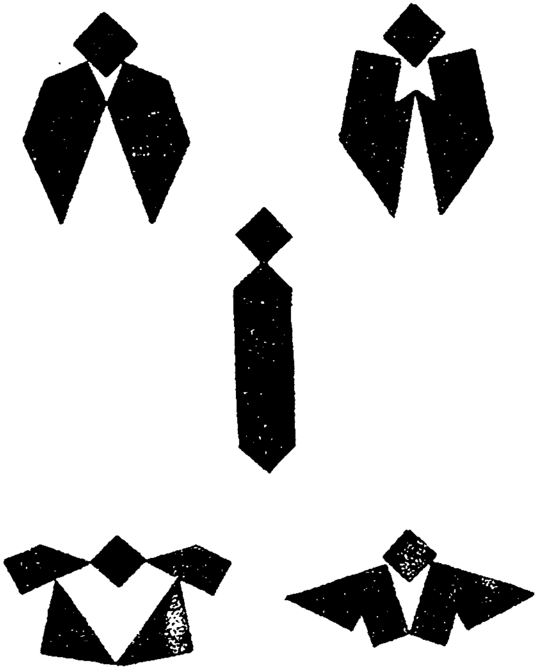

ଆମେ କାହା ପରି ଦିଶୁଛୁ ? ଓକିଲ ?

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ଏ ଟାଇଟି କିଏ ନାଇବ ?

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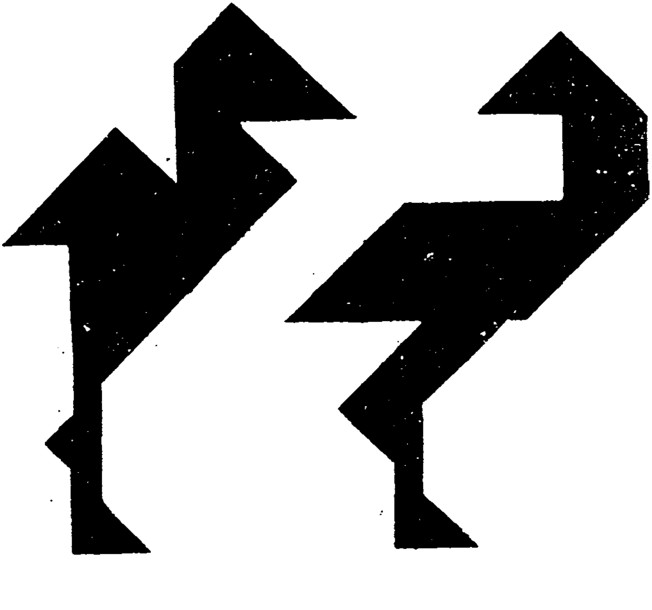
ଚାଲ୍ ସାଥି ଡ଼େଣା ମେଲିବା ....ଆକାଶ ପଥେ



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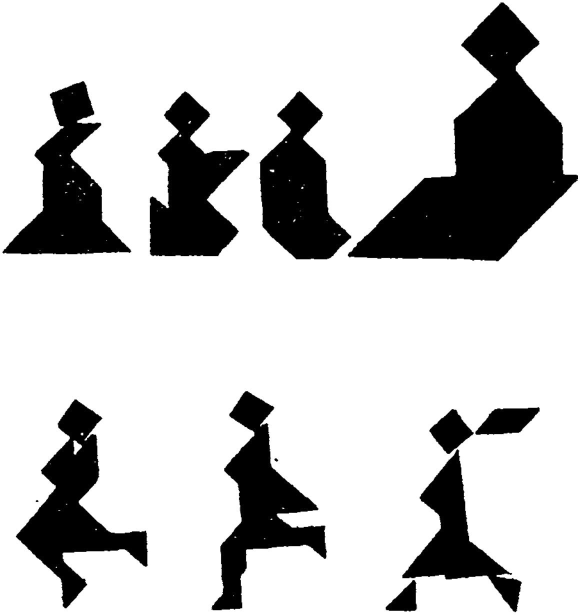
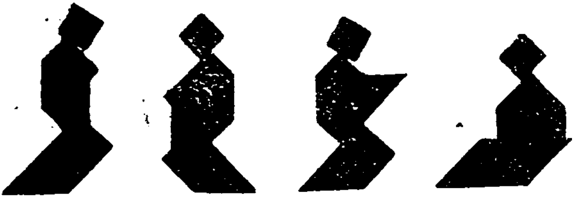


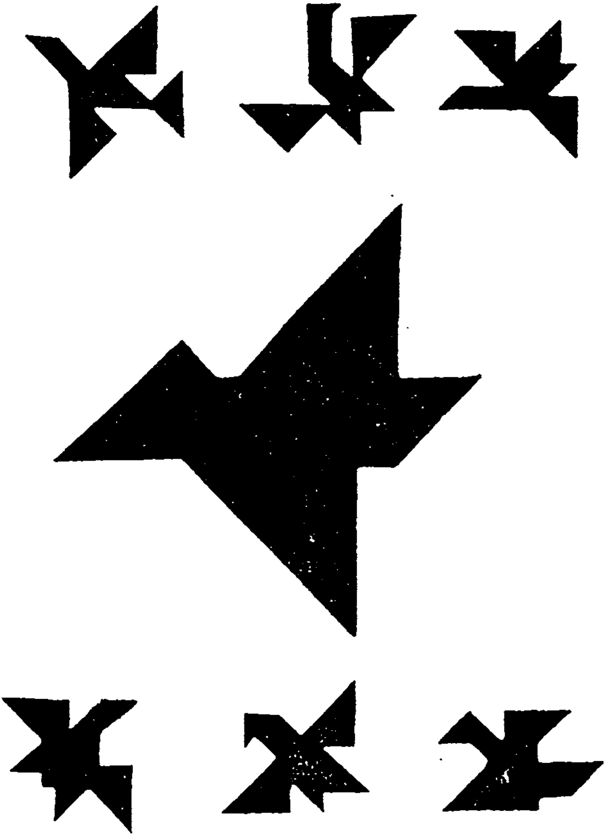
ଟିକେ ବସିବା, ବେଶୀ ଚାଲିବା, ହେବ ନା ନାହିଁ ?

Digitized by PPRACHIN, SOA



ଏଇ ଆମ ସଂସାର ...

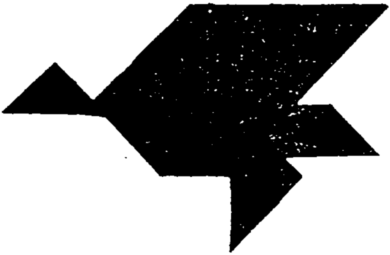
Digitized by PPRACHIN, SOA



ଯେ ପକ୍ଷୀ ଉଡେ ଯେତେ ଦୂର ....

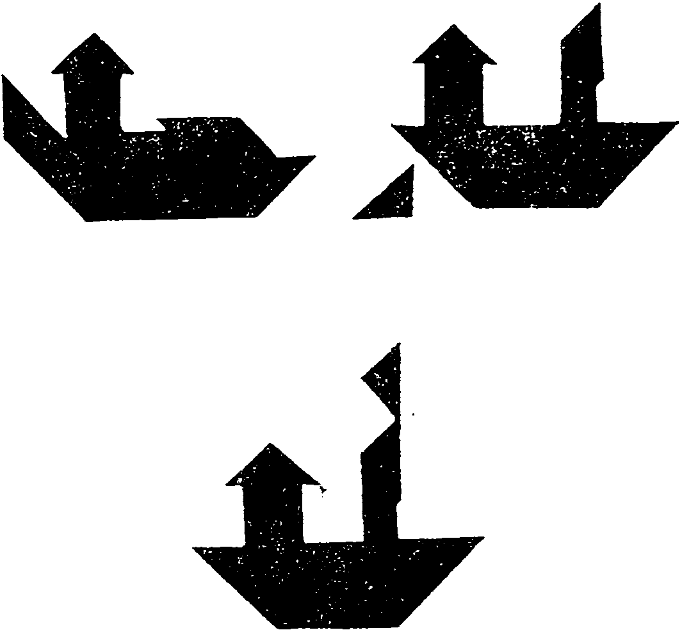
Digitized by PPRACHIN, SOA

ଯଦି ପାରନ୍ତେ ଉଡି ....



Digitized by PPRACHIN, SOA

ଅକ୍ଷର ବୋଇତେ ବସି, ଜ୍ଞାନର ସାଗର କୂଳେ....



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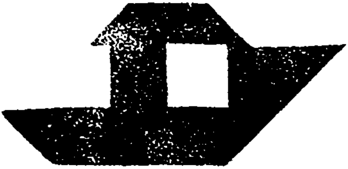

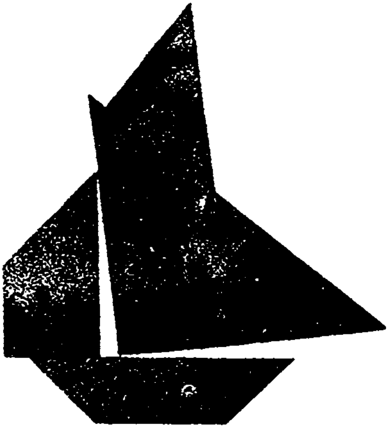

ମହାନଦୀରେ ଜ୍ୟୋସ୍ନା ବିହାର ?

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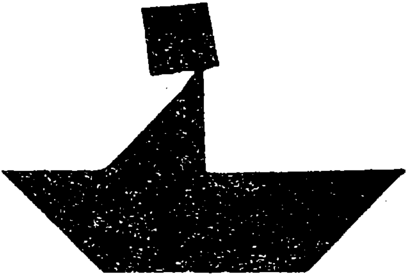
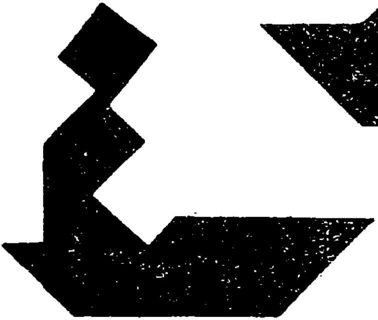
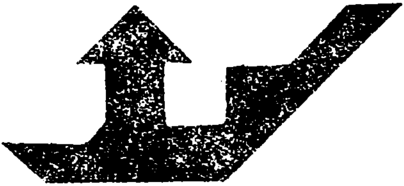
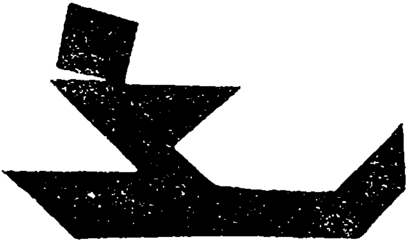






କି ଆରାମ୍ !



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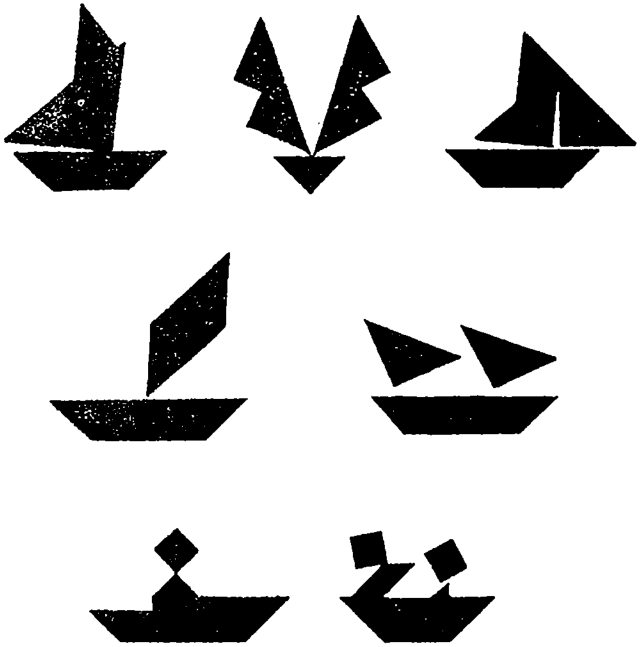
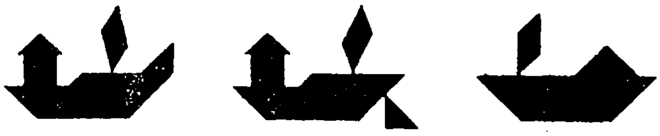


ଭେଳାର ଭେଳିକି ....



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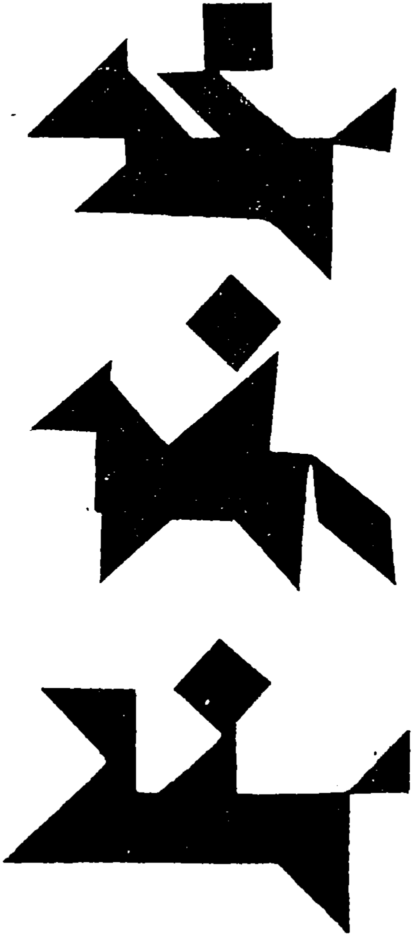
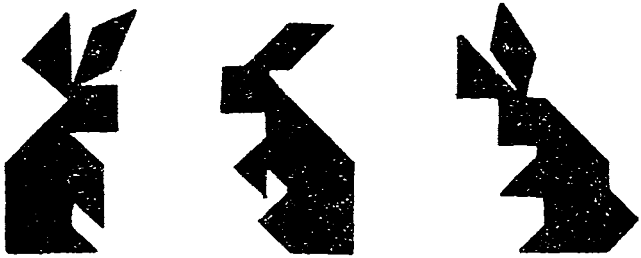
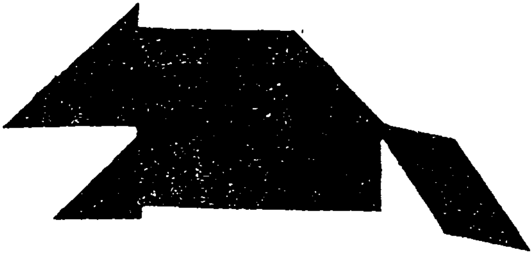


ଟପ୍ ଟପ୍ ଘୋଡା ଚାଲେ ....

Digitized by PPRACHIN, SOA



ମୁକ୍ତିର ଉଲ୍ଲାସ !



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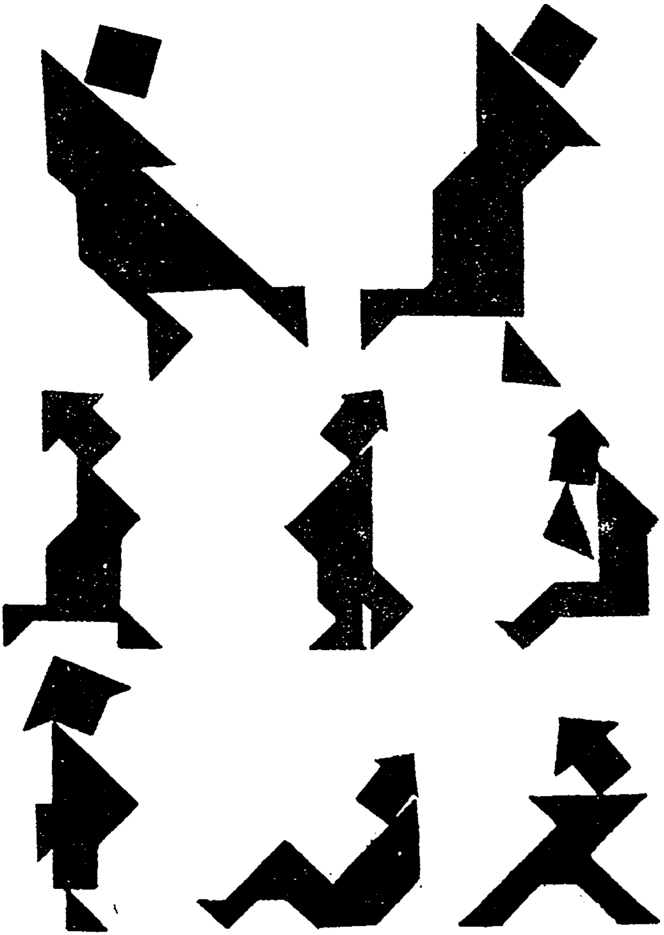
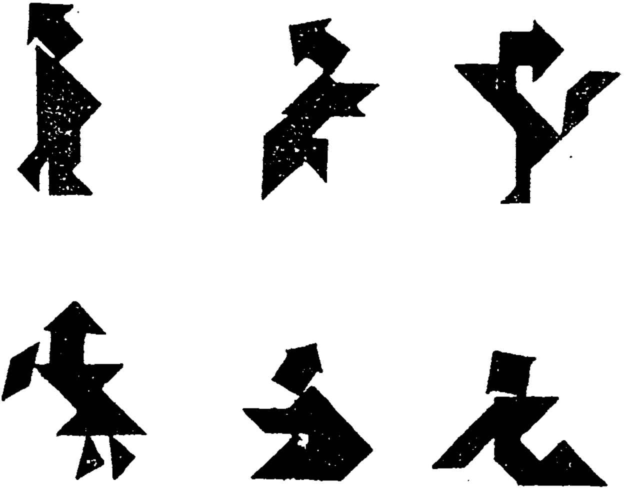


ଧିନା ଧିନ୍ ତାକ୍ ଧିନା ଧିନ୍ ....

Digitized by PPRACHIN, SOA



ନାଚିଯା', ନାଚିଯା, ଜୀବନର ମାନେ ସାଥ୍ ନାଚିବା ....

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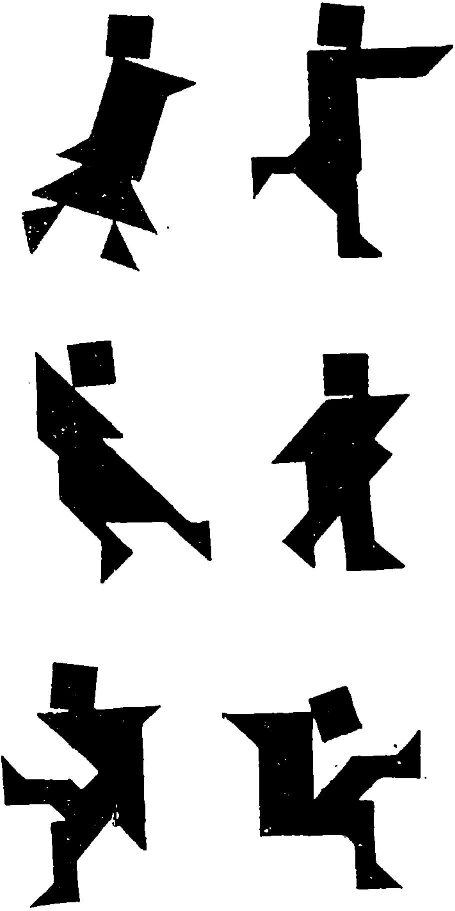

ନାନା ମୁନି ନାନା ମତ !

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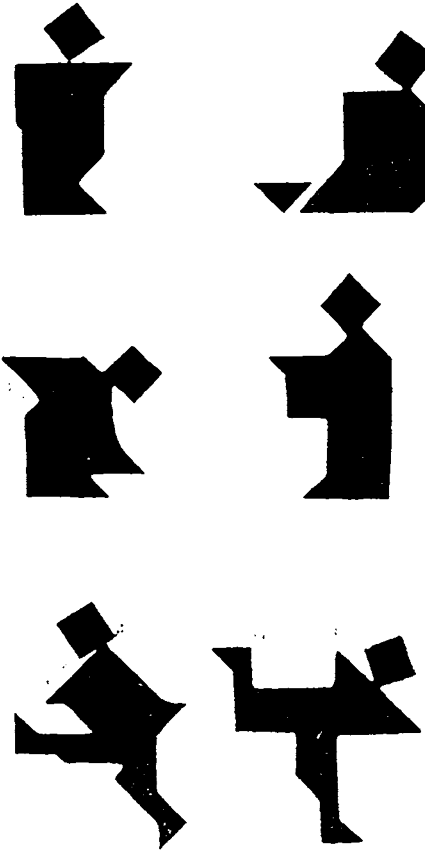
ଶୀତ ଛଡାଇବାର ବାଟ .... ଡ଼ିଆଁ ଉକୁଟା



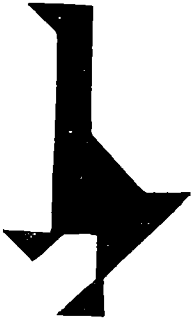
Digitized by PPRACHIN, SOA

ଲଢେଇ ଭଲ ଲାଗେନା ମତେ

ଶାନ୍ତି ମୁହିଁ ଚାହେଁ ।

ସୃଷ୍ଟି ମୁହିଁ ଚାହେଁ ।

Digitized by PPRACHIN, SOA



ସୃଷ୍ଟି କି ସୁନ୍ଦର ଓ ମଧୁର ....

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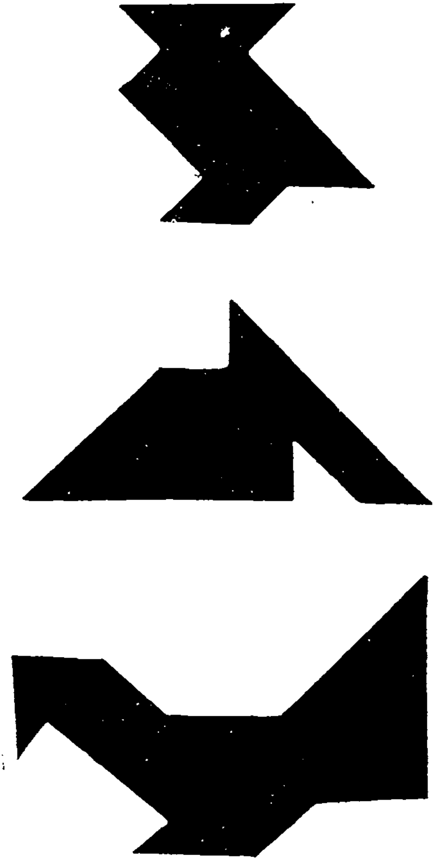
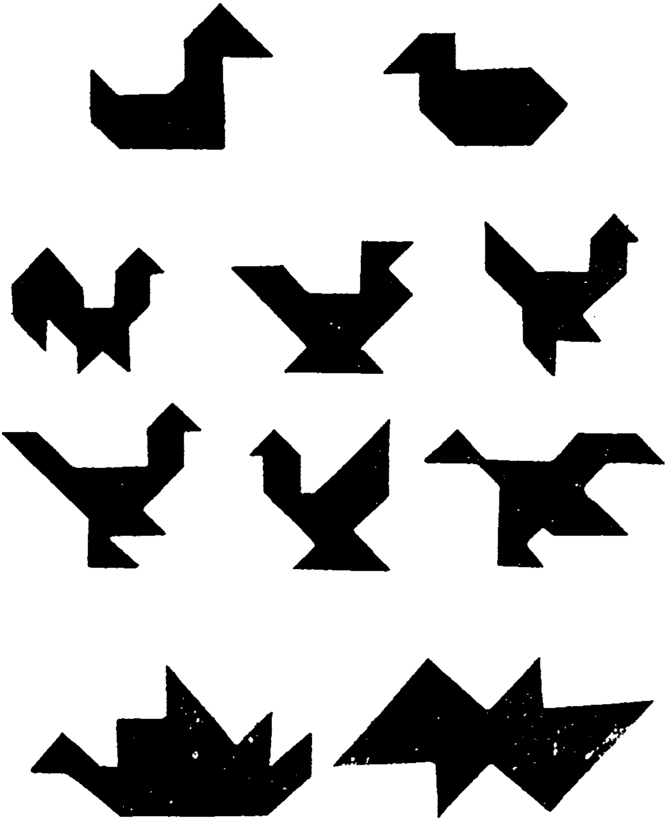


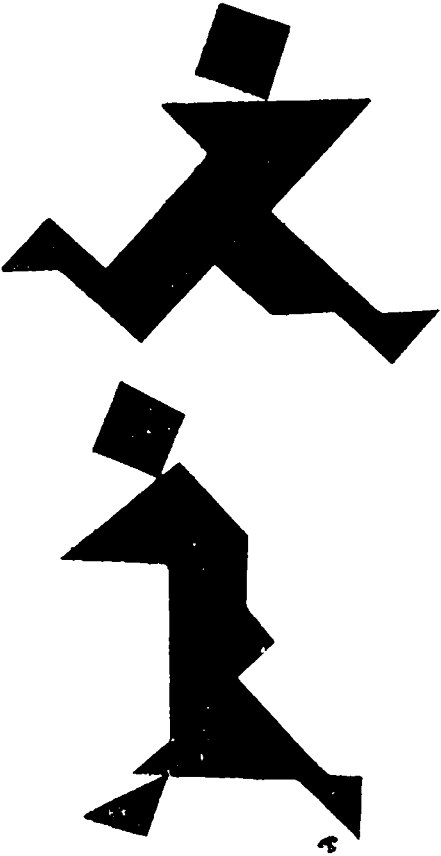
କହିଲ ଦେଖି, ମୁଁ କିଏ ?

Digitized by PPRACHIN, SOA

ଚଢେଇଙ୍କ ଜଗତ



Digitized by PPRACHIN, SOA



କାଲି ସିନା ଧାଉଁଥିଲି, ଆଜି ମୁଁ ପାରୁନି ?

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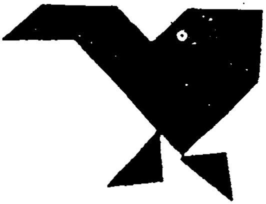

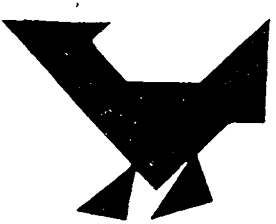

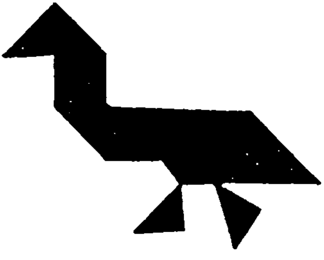

ଟିକେ ଆମ କଥା ଶୁଣିବ କି ?

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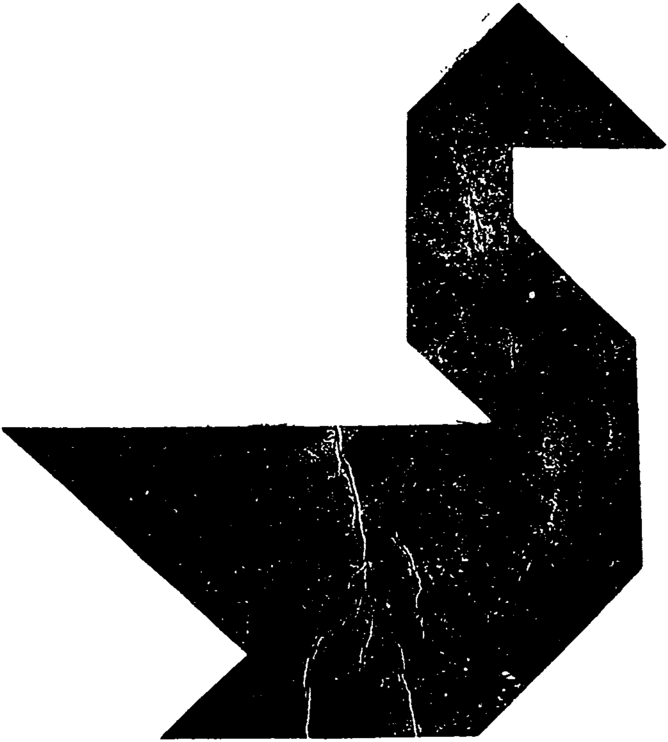
ସତ୍ୟ...ଶିବ...ସୁନ୍ଦର....ସବୁ ତ ଏଇଠି ।



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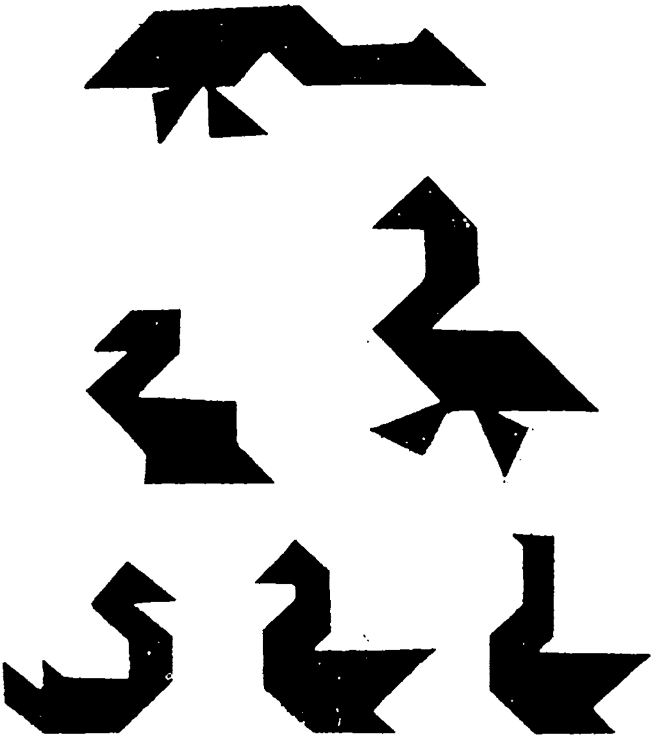
ପାଣି ଆମ ଜୀବନ ।



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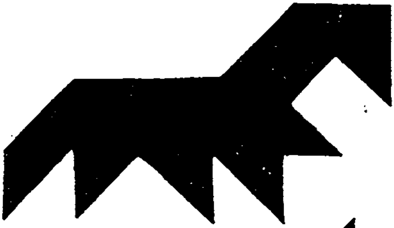

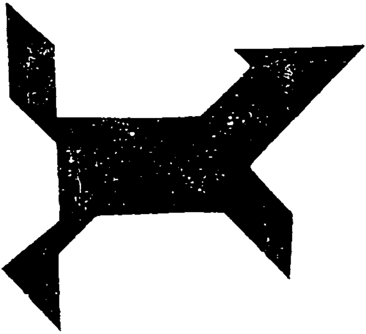

ଆମେ ବି ଖୁସି ହେଉ । ଆମକୁ ଏଥିରୁ ବଞ୍ଚିତ କରନା ....

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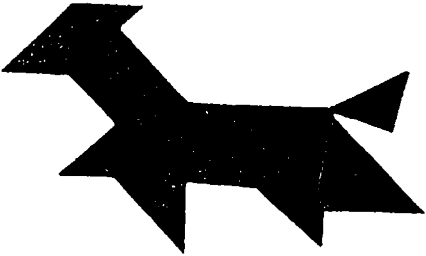
କେବେ ଚାହେଁ.....କେବେ ଶୁଣେ....



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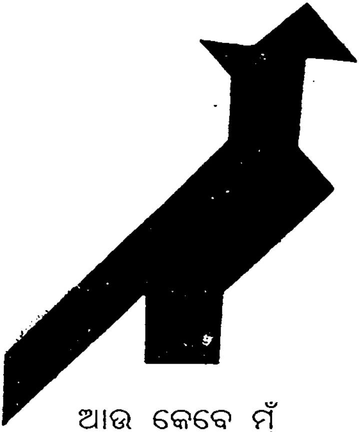

ଆଉ କେବେ ମୁଁ

ଶୁଣାଏ ....

କକରେ .....କ....

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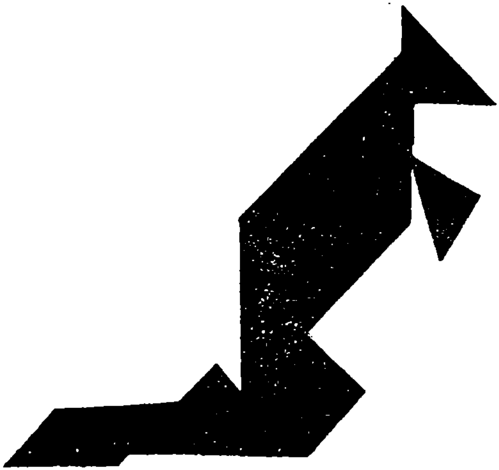
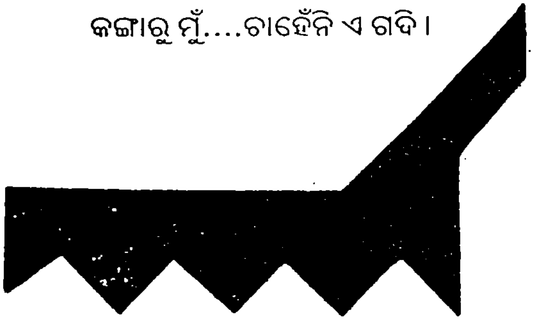


କଙ୍ଗାରୁ ମୁଁ....ଚାହେଁନି ଏ ଗଦି ।



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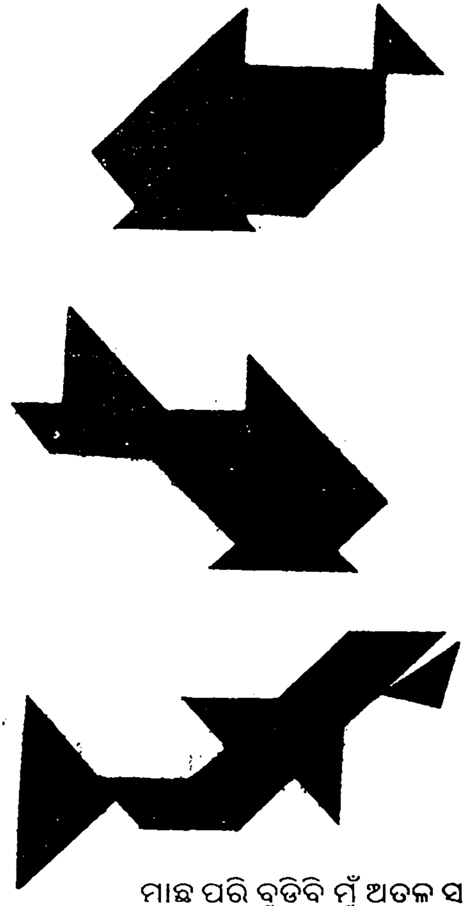

ମାଛ ପରି ବୁଡିବି ମୁଁ ଅତଳ ସାଗରେ ....

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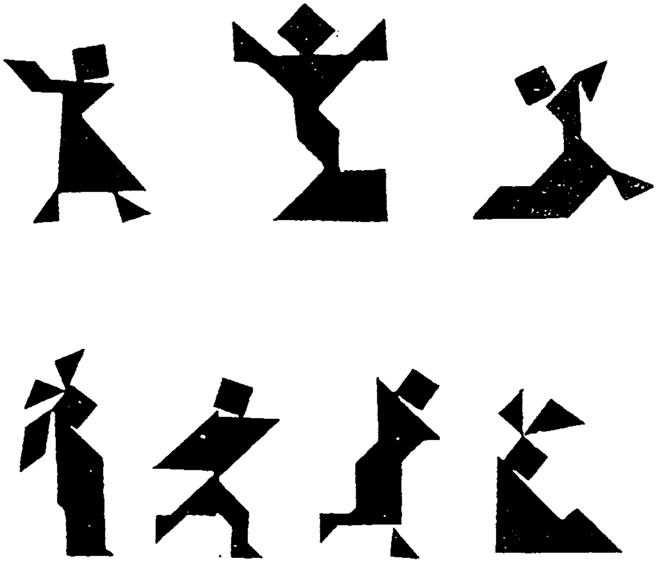

ଆହା...ହେ....ହେ.....

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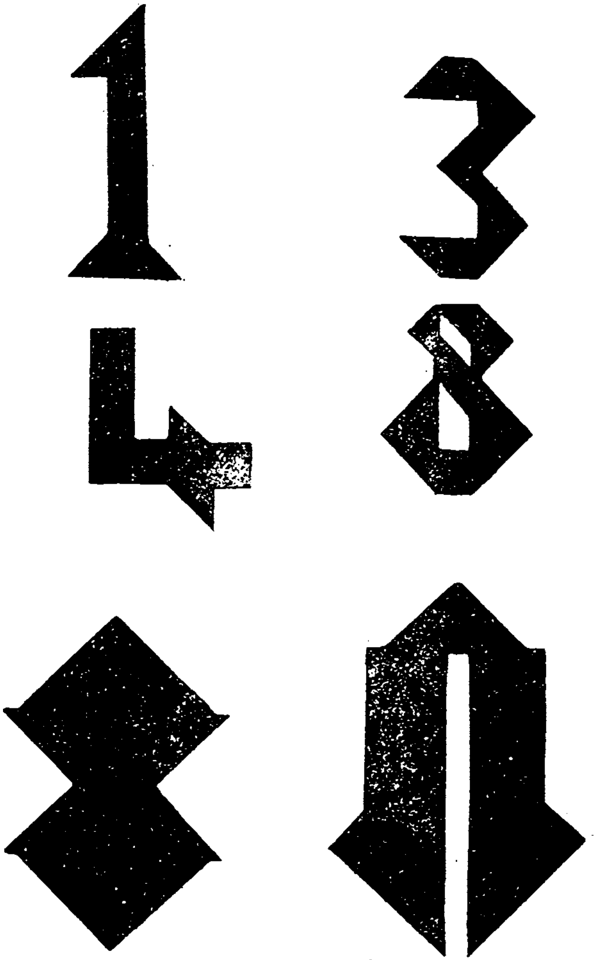

ଅଙ୍କ କୁହୁକ !

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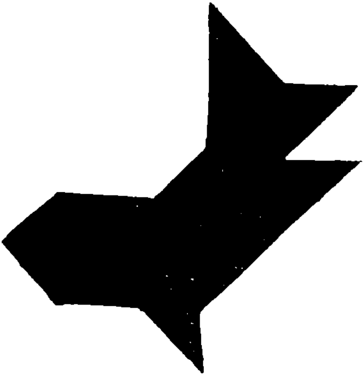

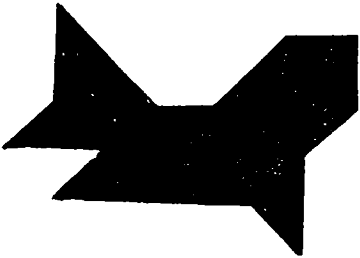

ପାଣି ଆମ ଖେଳ ପଡ଼ିଆ....

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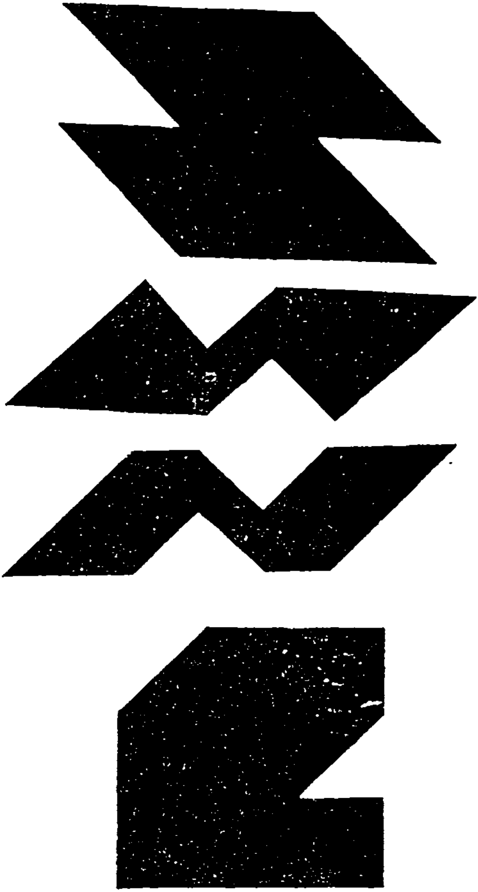
ଏଥିରୁ ଲିପି କେଉଁଟା ?



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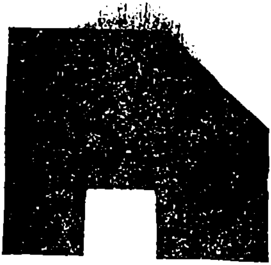
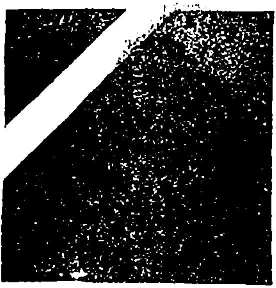
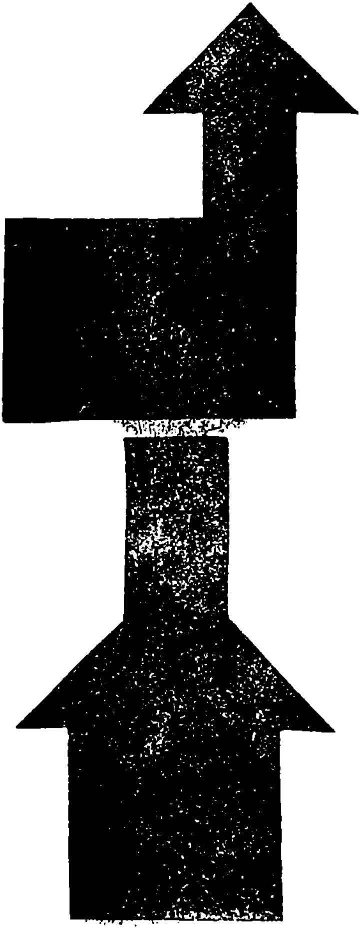


ଦିନେ ଏହା ଘର ଥିଲା ....

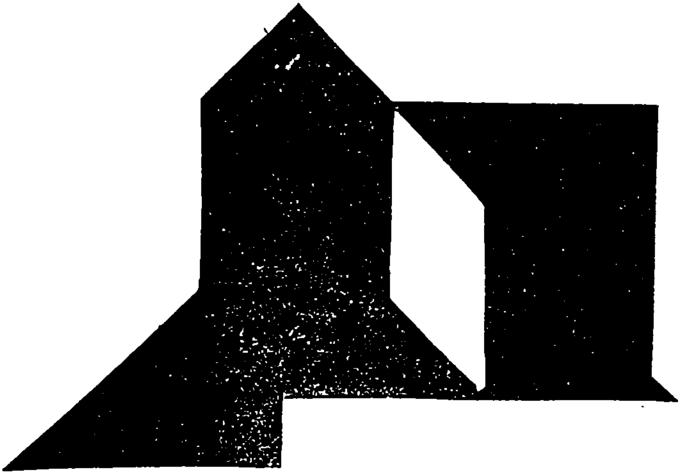


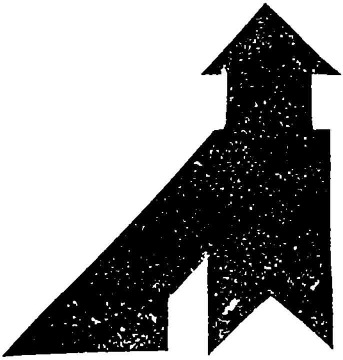
Digitized by PPRACHIN, SOA



ଚିମ୍‌ନି ପରି ଲାଗୁଛି ନା ?

Digitized by PPRACHIN, SOA





ଆକାରର ପ୍ରକାର

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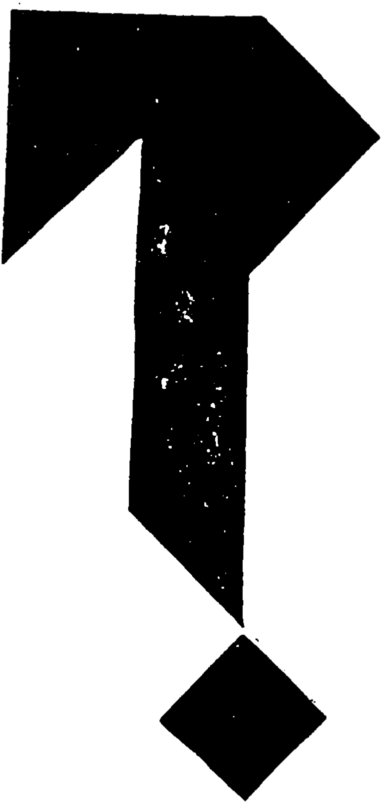
ପୃଥିବୀର ସବୁଠୁ ଶକ୍ତିଶାଳୀ ହତିଆର ...



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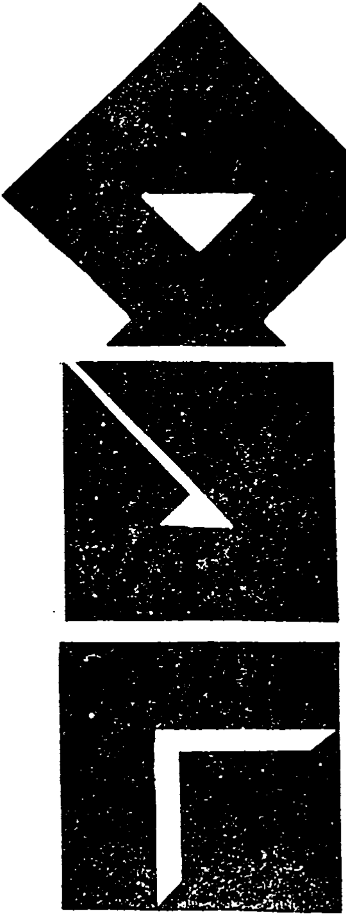

ଏହା କାହାର ସଙ୍କେତ ?

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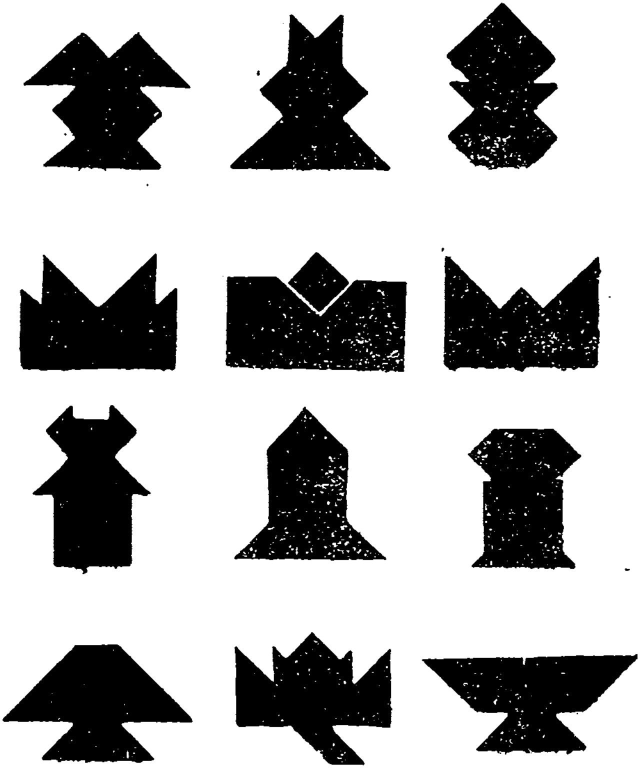
ଜ୍ୟାମିତିକ ଆକୃତିରେ ସୌନ୍ଦର୍ଯ୍ୟ



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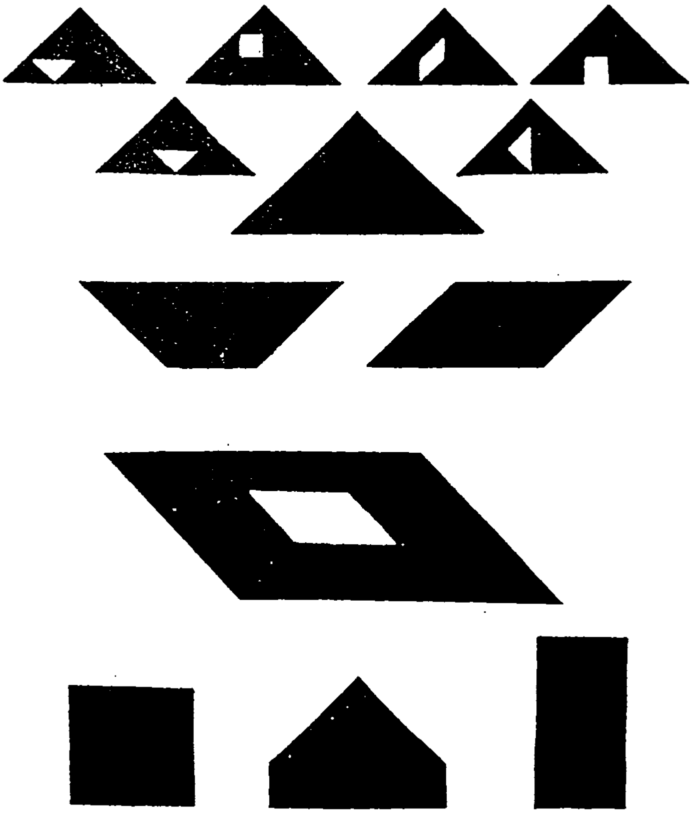
ପ୍ରତିଟି ଆକାର ଗୋଟିଏ ପହଲି....



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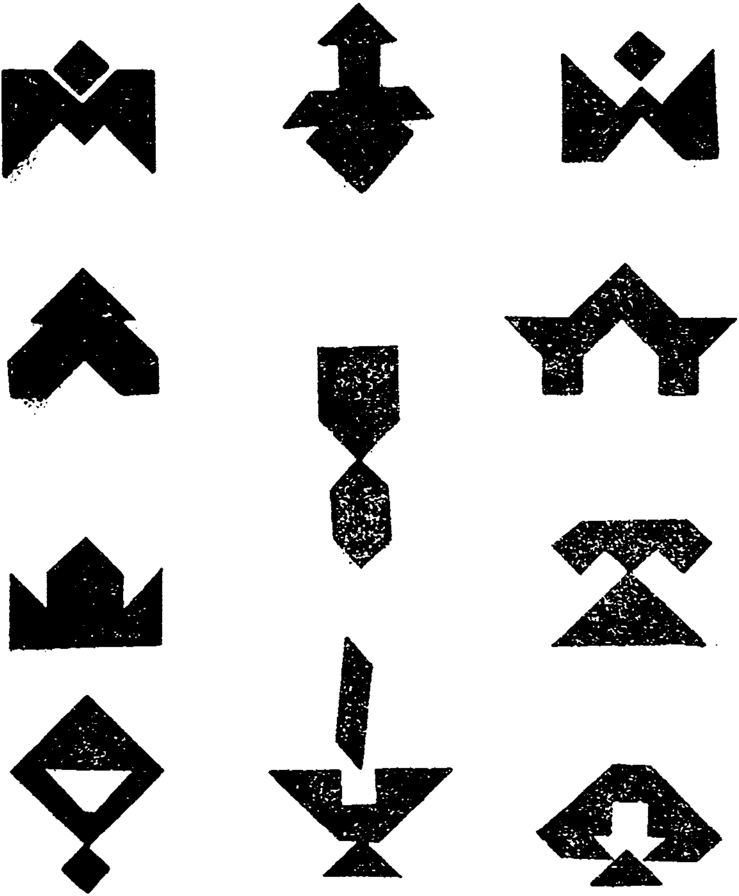
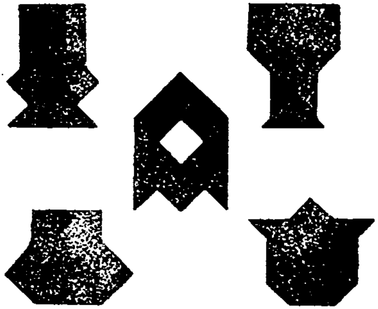
ଏମିତି ବି ହୋଇପାରେ !

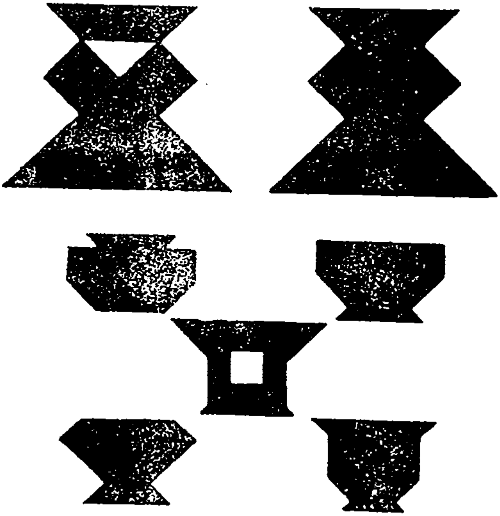


Digitized by PPRACHIN, SOA

ସାତଟି ଅନାବନା ଆକାରରୁ ଯେ

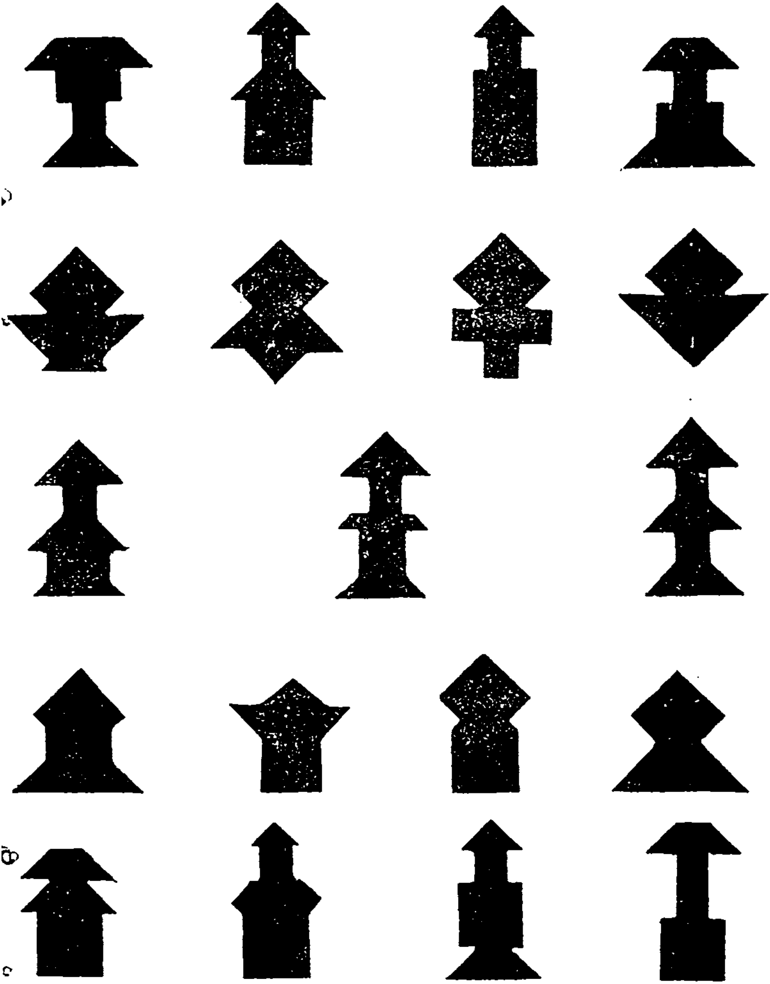


ଏତେ ସନ୍ତୁଳିତ ଆକାର ମିଳିପାରେ,



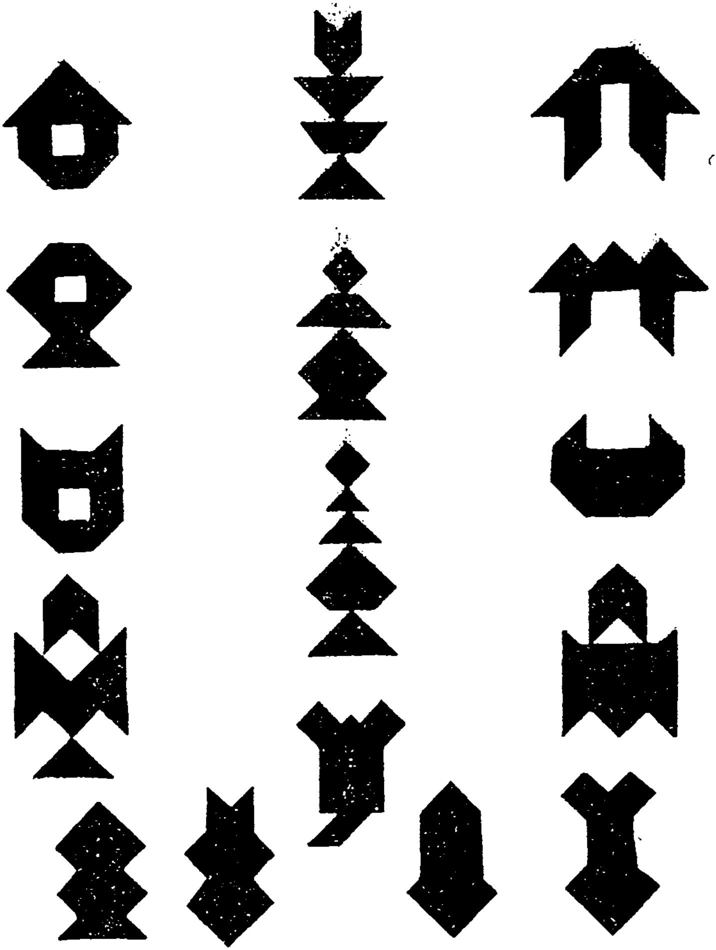
ତା'ଭାବି ହୁଏନା ।

Digitized by PPRACHIN, SOA



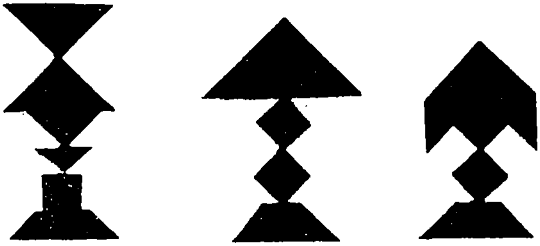
ଧନ୍ୟ ସେ ସ୍ରଷ୍ଟା

Digitized by PPRACHIN, SOA

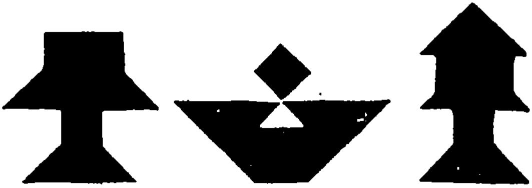


ସଜାଇ ଜାଣିଲେ କେତେ ସୁନ୍ଦର !

Digitized by PPRACHIN, SOA



ଏହାର ତୁଳନା ଅଛି କି ?



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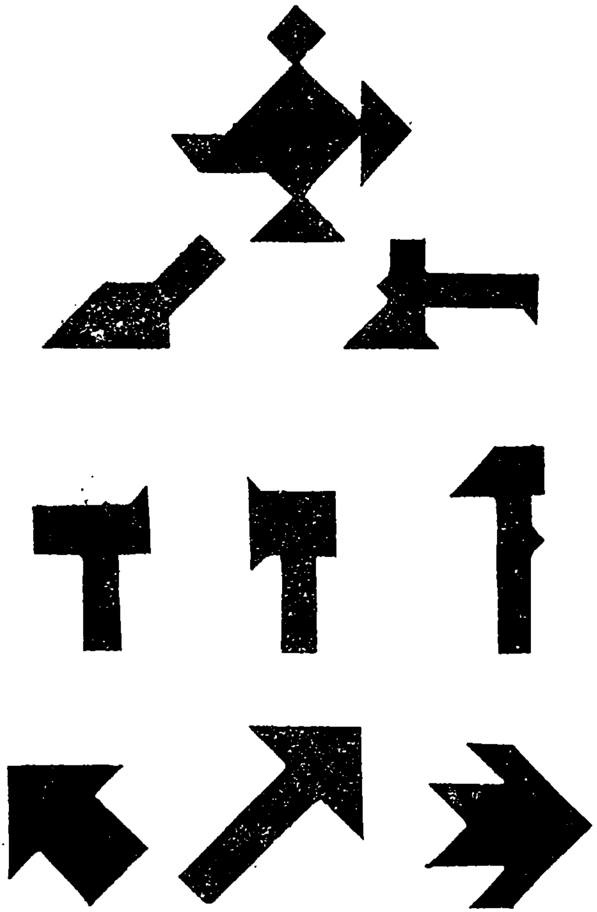
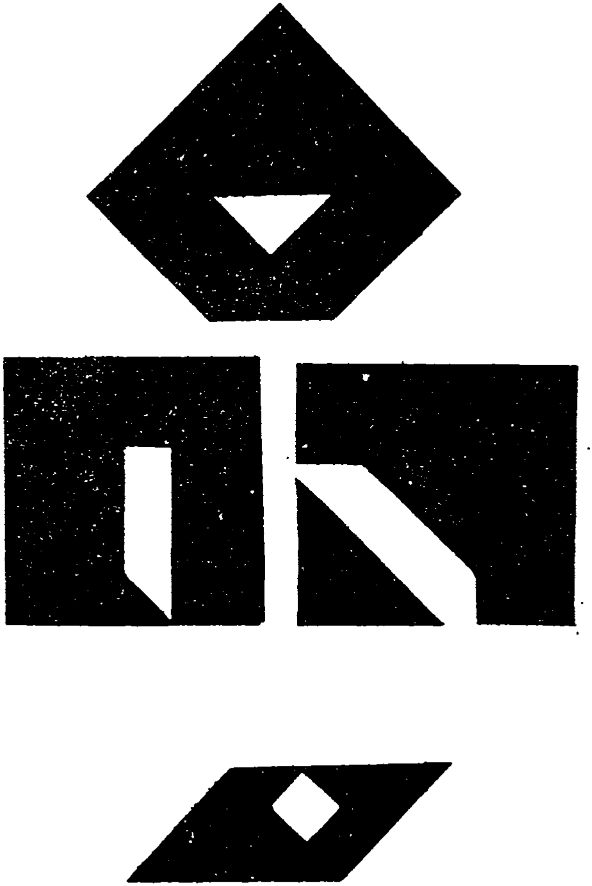


ଏପରି ବି ସମ୍ଭବ !

Digitized by PPRACHIN, SOA

ଆହା !



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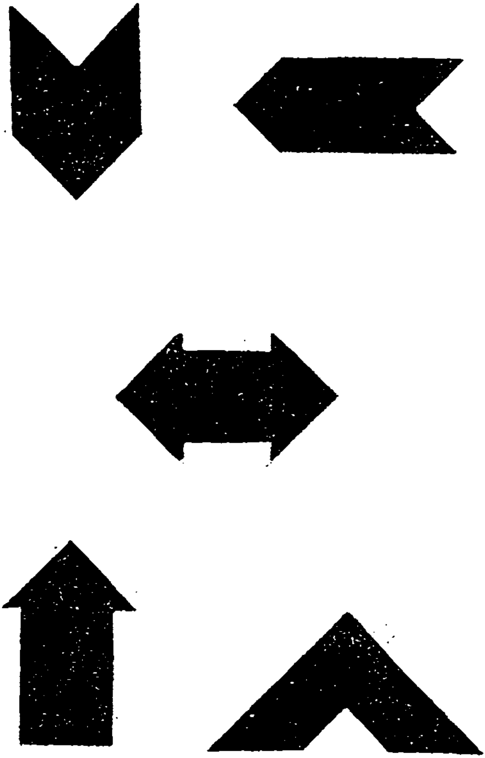
ସେଇ ସାତ ଖଣ୍ଡରୁ....



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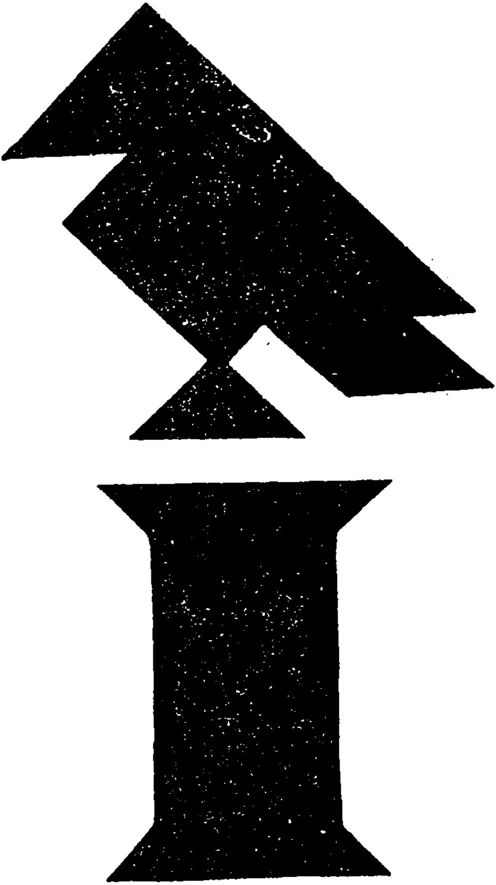
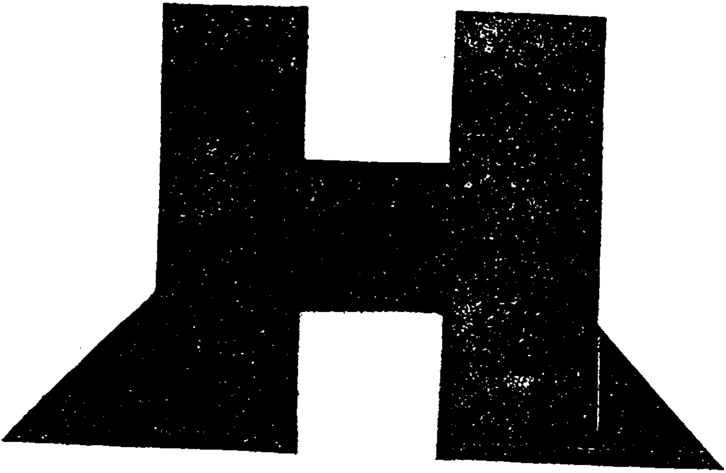


କାଉ, ମାଠିଆ ଗପ ମନେ ପଡୁଛି ନା ?

Digitized by PPRACHIN, SOA



ଏହା କ'ଣ ହୋଇପାରେ ? ପୋଲ, ଅଟ୍ଟାଳିକା, ଅକ୍ଷର, ...

ଯାହା ହେଲେ ବି ସୁନ୍ଦର

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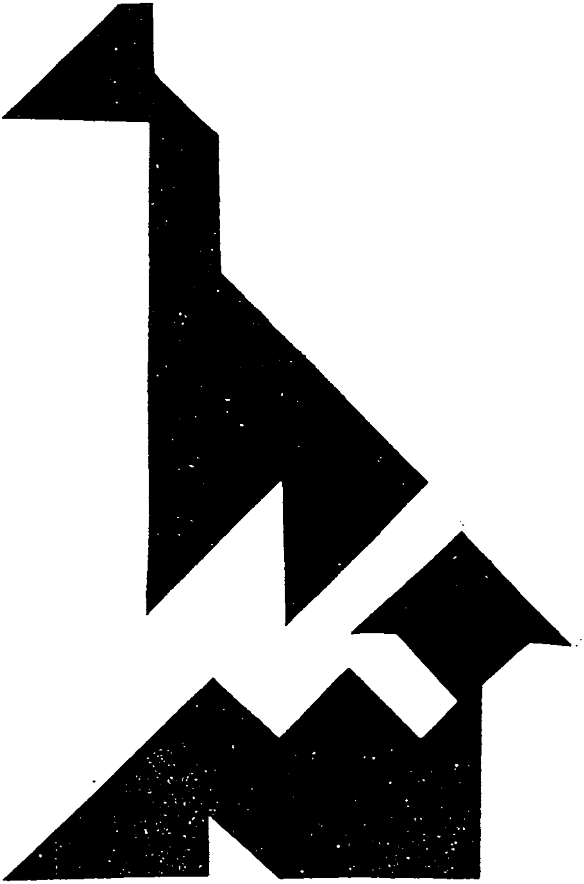

ଜଣେ ପିଲାର ସ୍ୱପ୍ନ ....ଉଡି ଯାଆନ୍ତି ଆକାଶେ ଚଢେଇ ଭଳିଆ।

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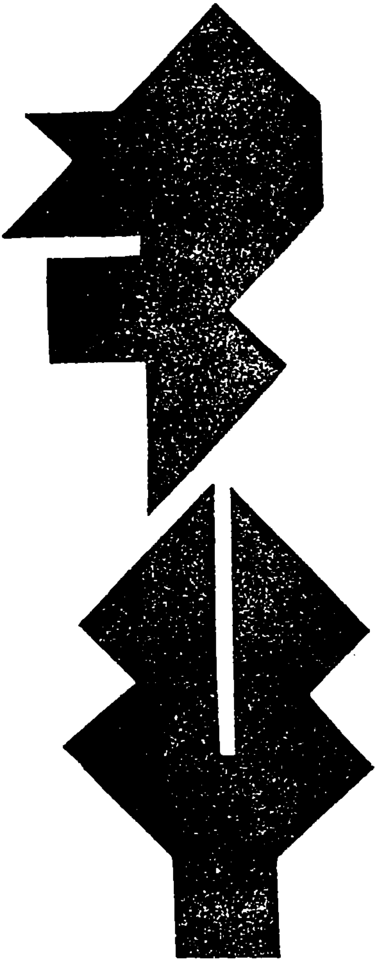
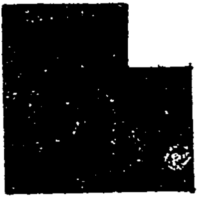
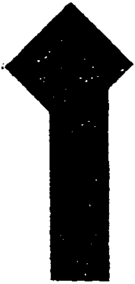


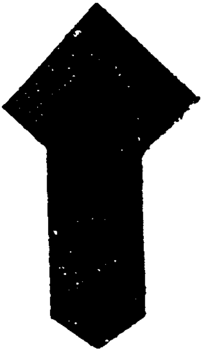
ସବୁ ଫାଙ୍କ କ'ଣ ହସ ହୋଇ ପାରେ କି ?

Digitized by PPRACHIN, SOA



ଆକାରର ଦୁନିଆ





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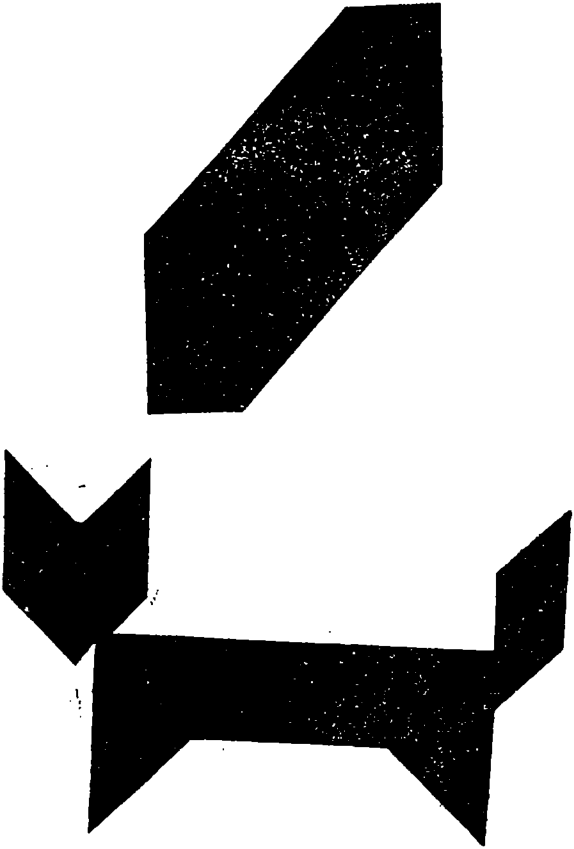
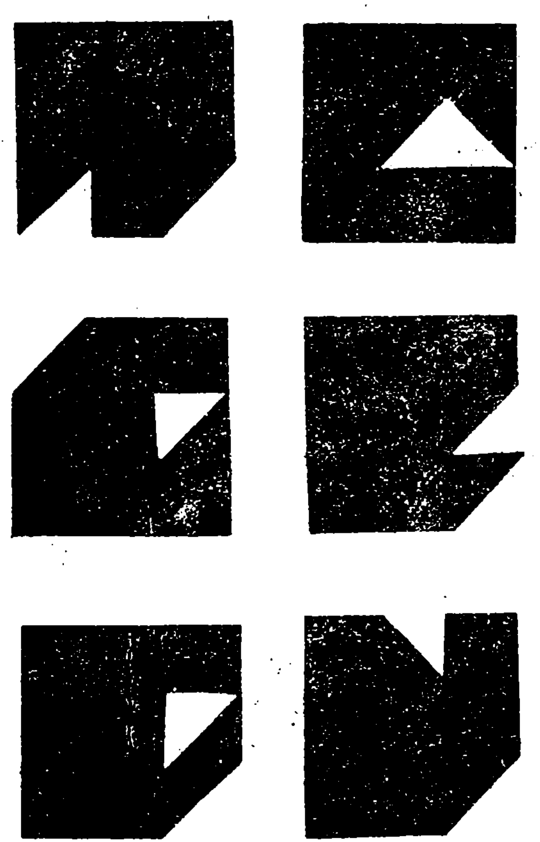
ମୂଷା ଉପରେ ଆଖି ରଖିବି ନା ନିଜକୁ ସମ୍ଭାଳିବି ?



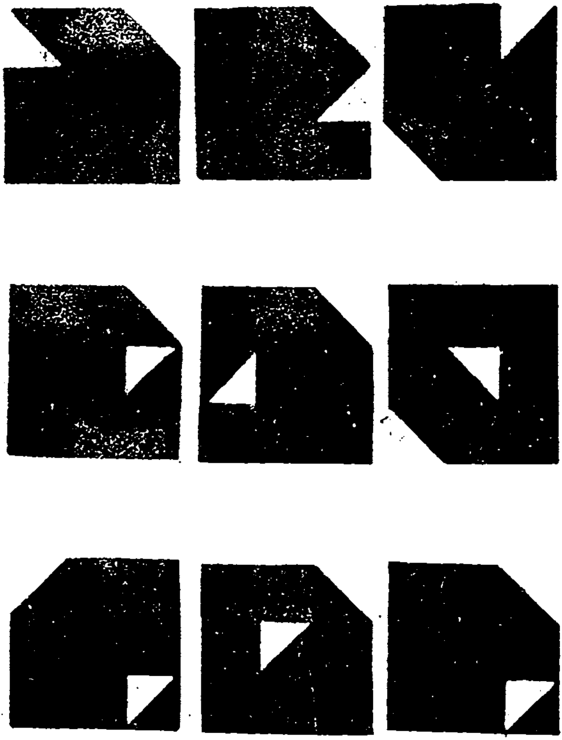
Digitized by PPRACHIN, SOA

ଆକାର ... ଆକାର...



Digitized by PPRACHIN, SOA

ଓ ଆକାର....



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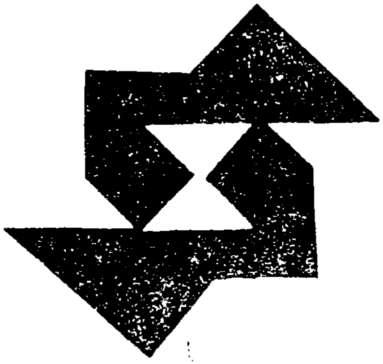

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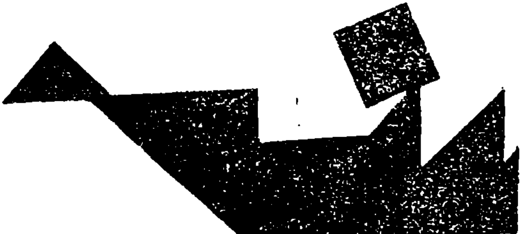

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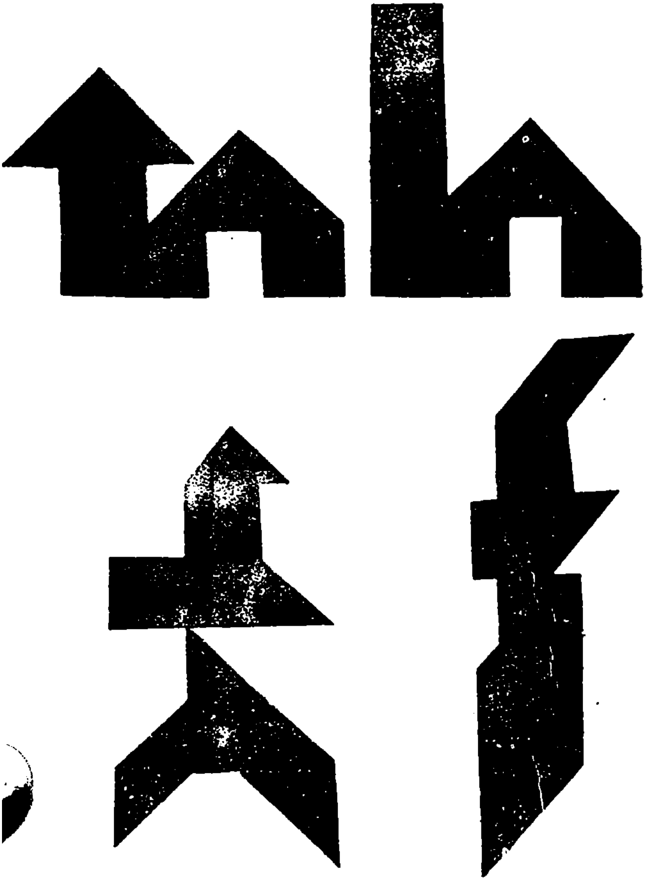
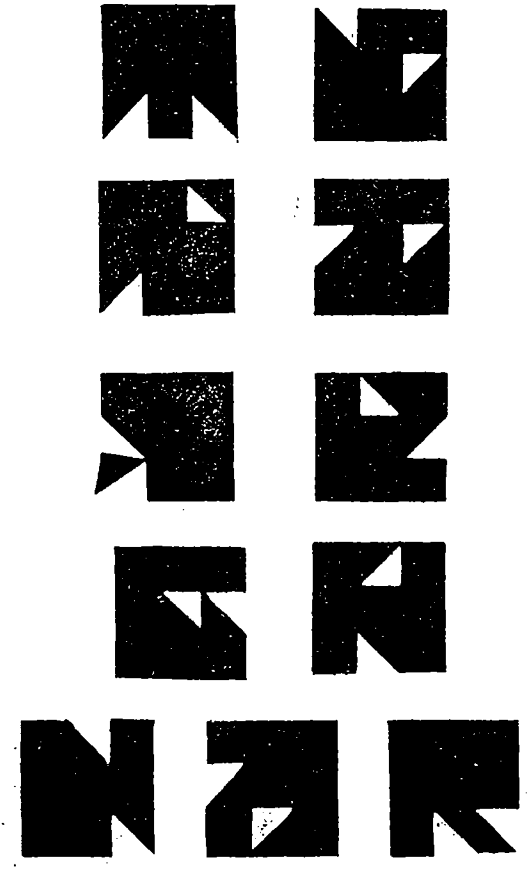
ଘରର ଆକାର କ'ଣ ହୋଇ ନପାରେ ?



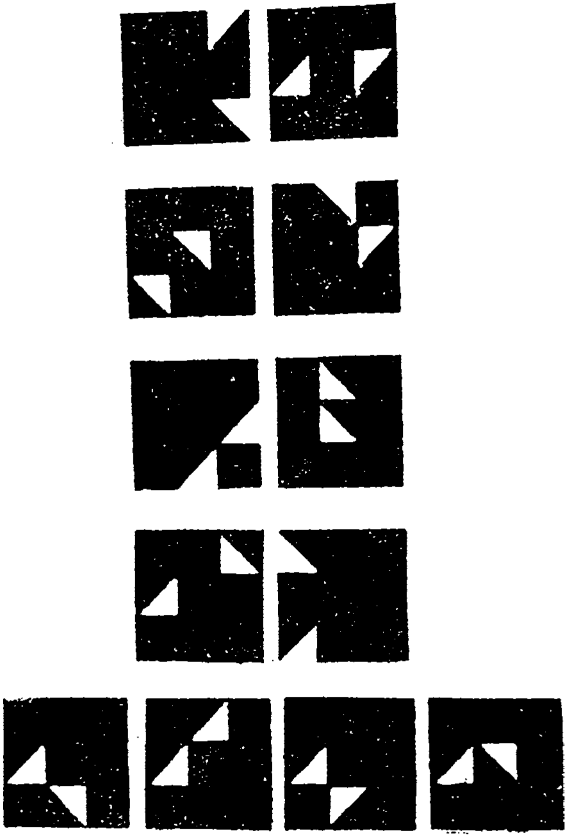
Digitized by PPRACHIN, SOA

ଦେଖିବାକୁ ଯେତିକି ସରଳ....



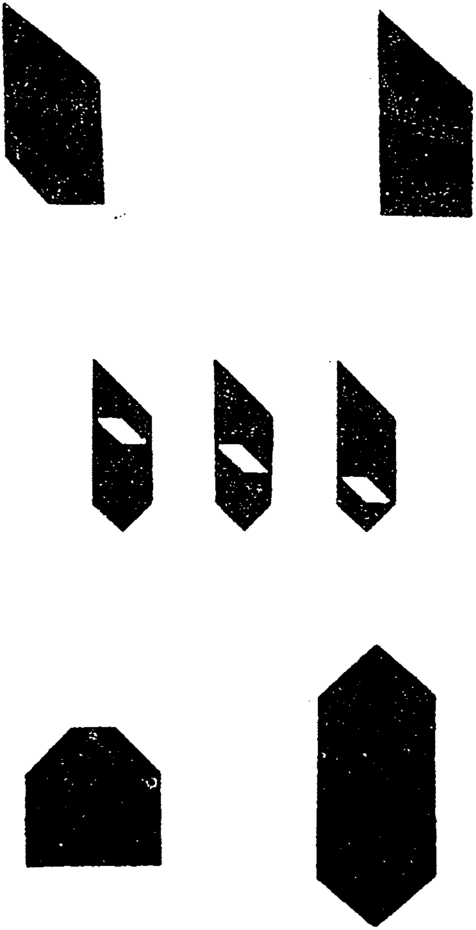
Digitized by PPRACHIN, SOA

କରିବାଟା ସେତିକି ଜଟିଳ !

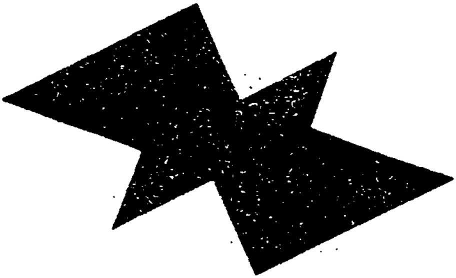


Digitized by PPRACHIN, SOA

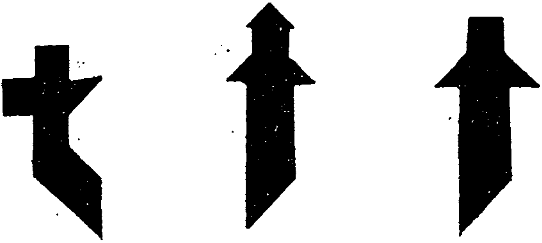
ଗୋଟେ ଅଧେରେ ନୁହେଁ, ସାତଟି ଖଣ୍ଡ ଲାଗିଛି ।



Digitized by PPRACHIN, SOA



ଘା ...ଢୁ....



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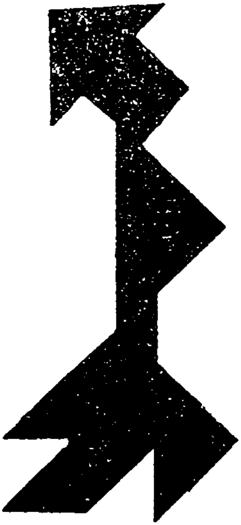
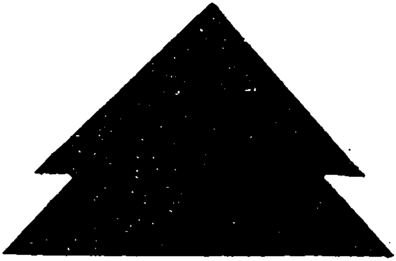
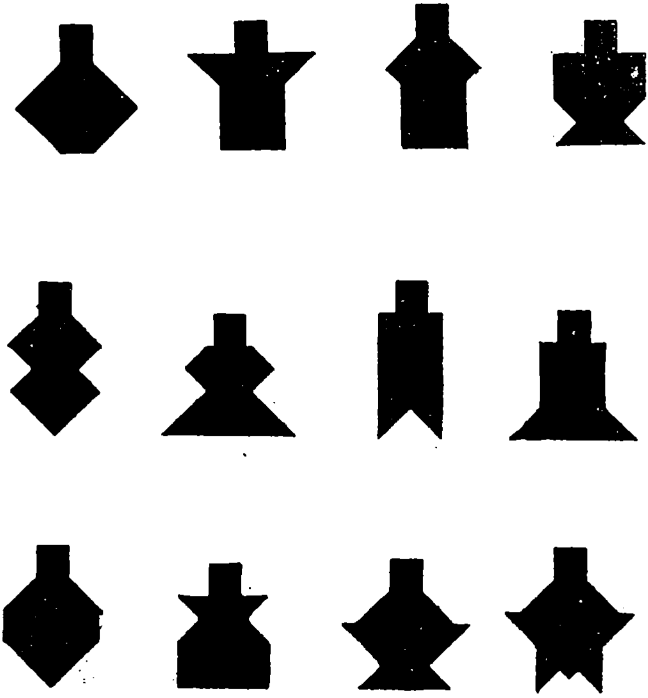


ମୁଁ କିଏ ?



Digitized by PPRACHIN, SOA

କୁମ୍ଭାର ପାଇଁ କିଛି ନମୁନା ?



Digitized by PPRACHIN, SOA

ଟିକିଏ ଏପଟ ସେପଟ କଲେ ଏମିତି କେତେ ଆକୃତି

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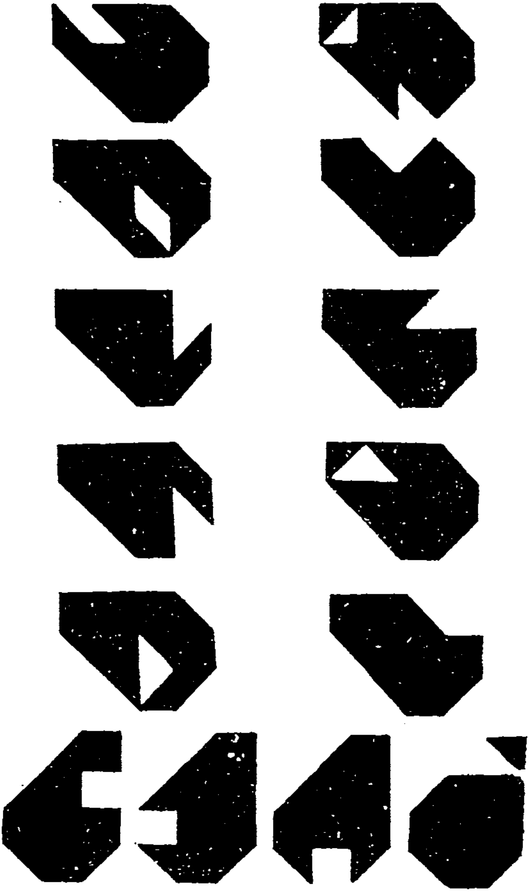

ସହଜ ଲାଗିଲେ ବି ସହଜ ନୁହେଁ ।

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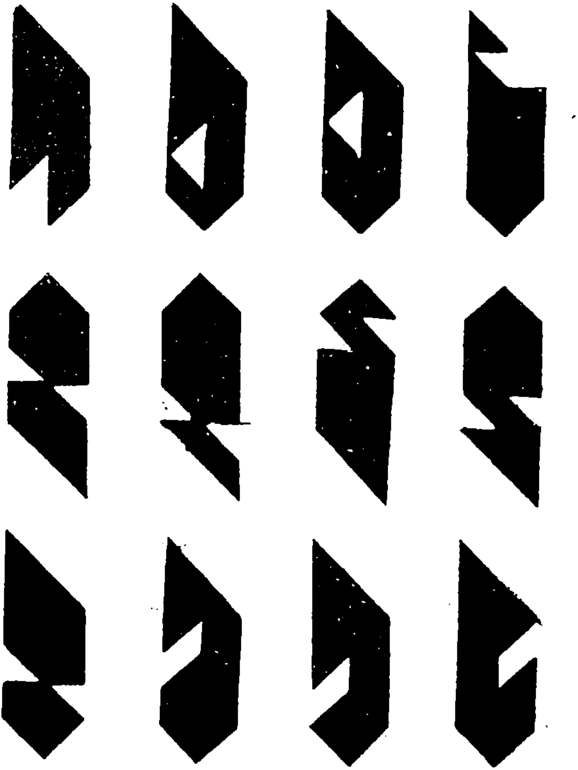
ଏକା ଲାଗିଲେ ବି ଏକା ନୁହେଁ ।



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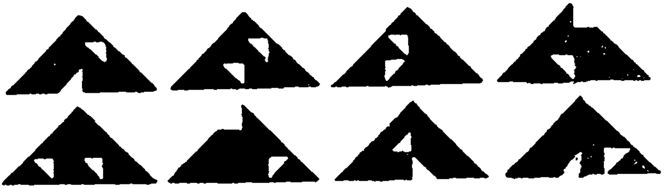
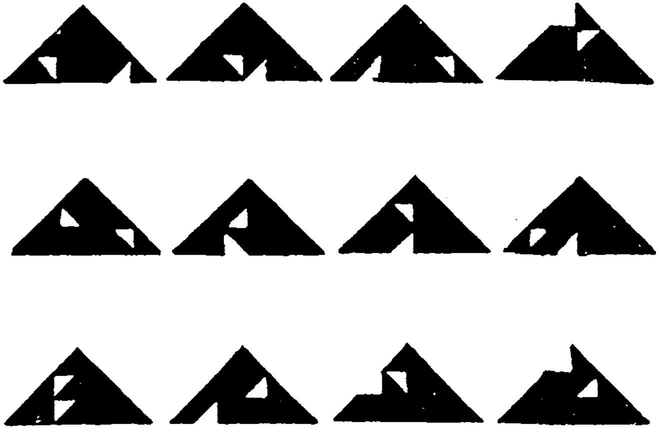
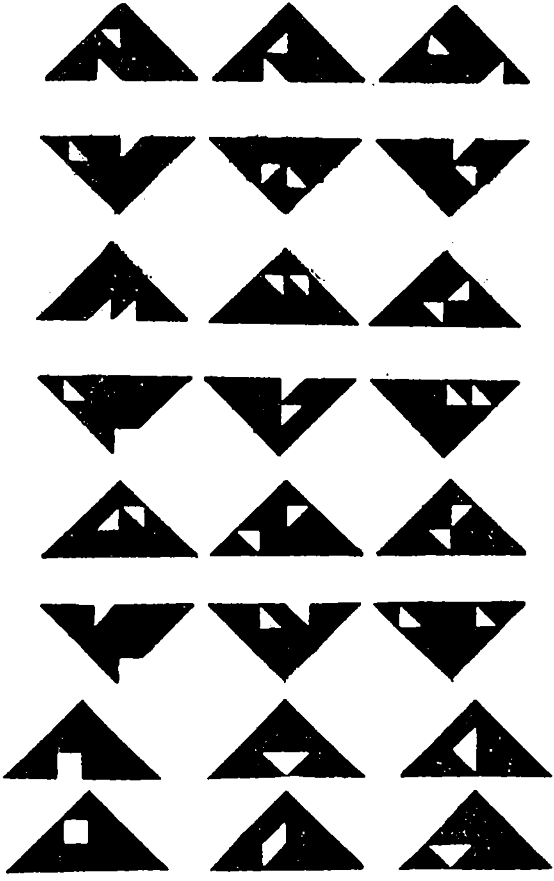


ଫରକ ଟିକିଏ ସିନା, ବ୍ୟାୟାମ ବହୁତ



Digitized by PPRACHIN, SOA

ଟିକିଏ ଫରକ, କସରତ ବହୁତ



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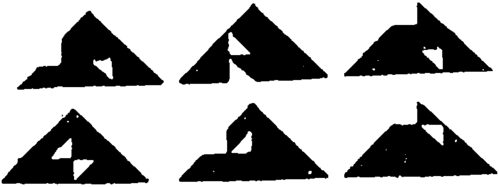
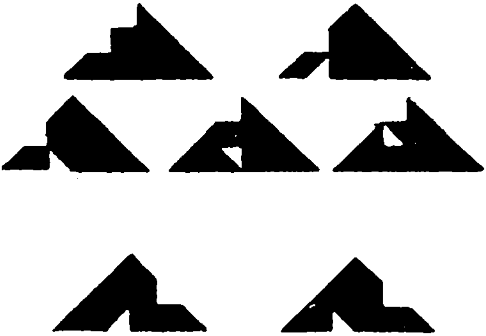
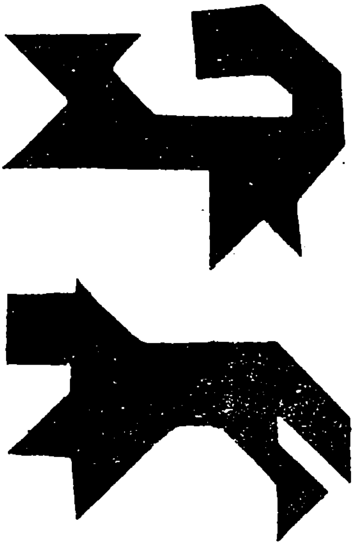


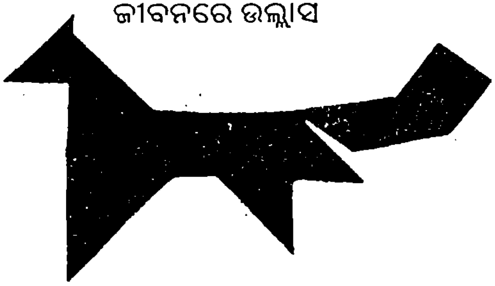
ଏକା ଲାଗିଲେ ବି ....ନୁହେଁ ।



Digitized by PPRACHIN, SOA

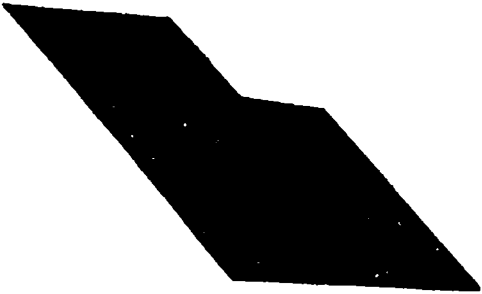


ଜୀବନରେ ଉଲ୍ଲାସ

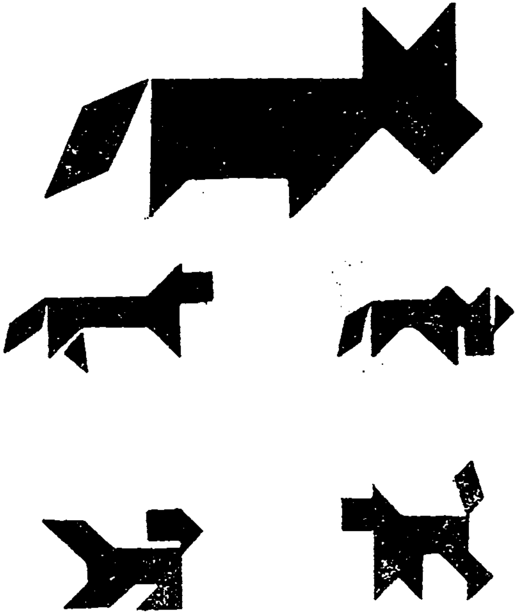


Digitized by PPRACHIN, SOA

ଏହା ଆକାଶ ବିଜ୍ଞାନର କୌଣସି ନମୁନା କି ?

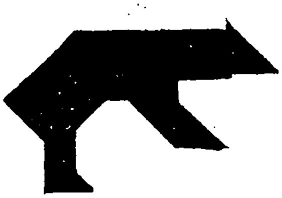


Digitized by PPRACHIN, SOA



ଆମେ ସମସ୍ତେ କୁକୁର ନୋହୁଁ

Digitized by PPRACHIN, SOA



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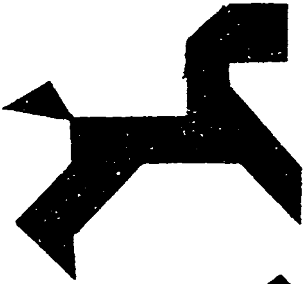
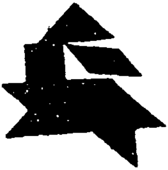
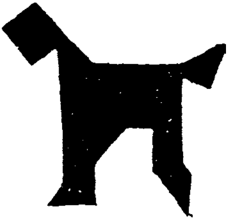
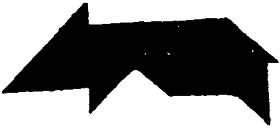


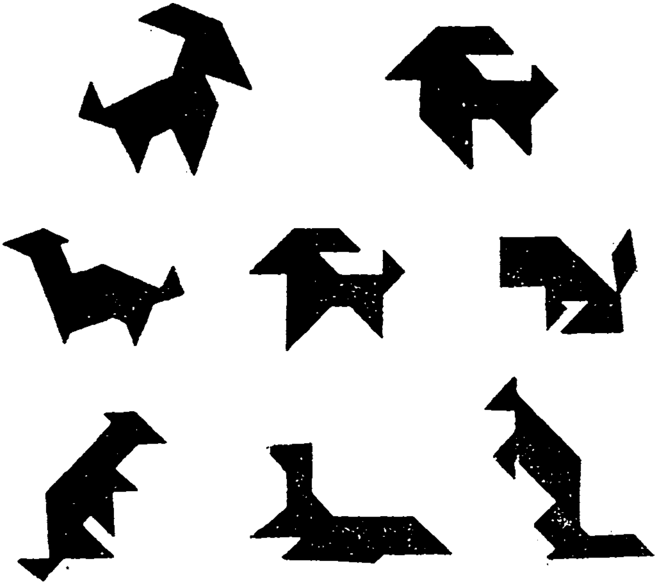




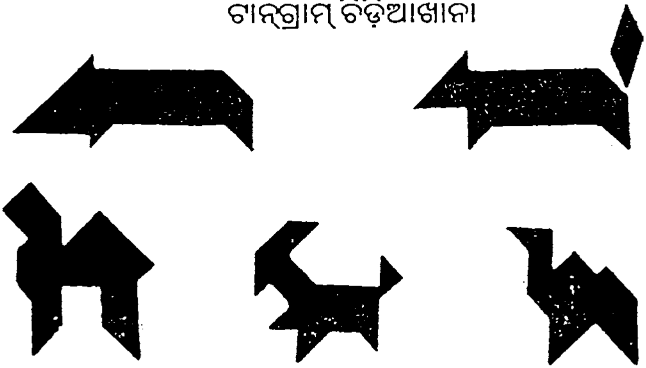
ଏମିତି ଖେଳଣା ମିଳନ୍ତା କି ?



Digitized by PPRACHIN, SOA



ଟାନ୍‌ଗ୍ରାମ୍ ଚିଡ଼ିଆଖାନା



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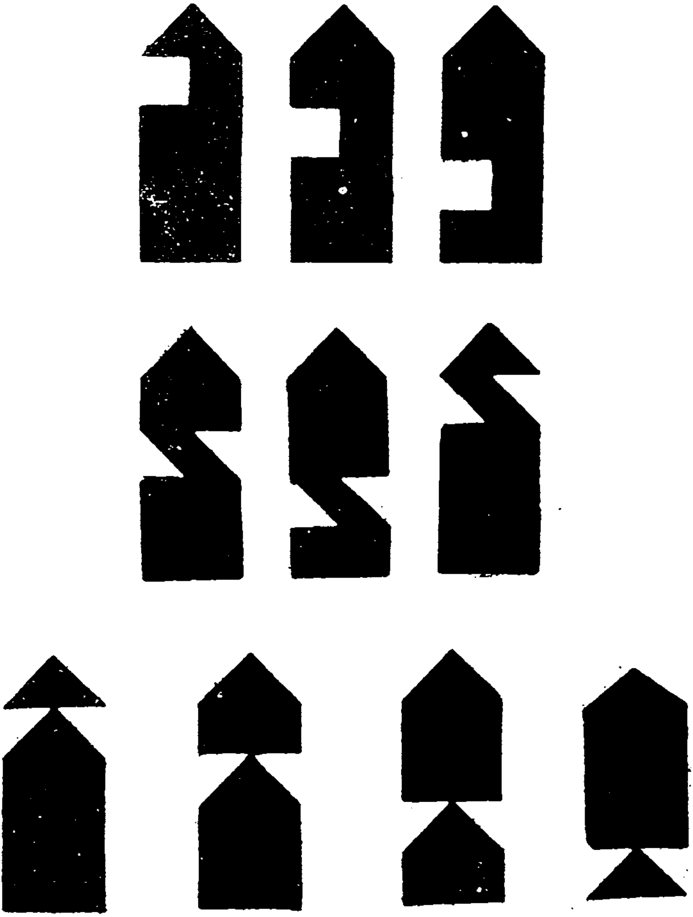
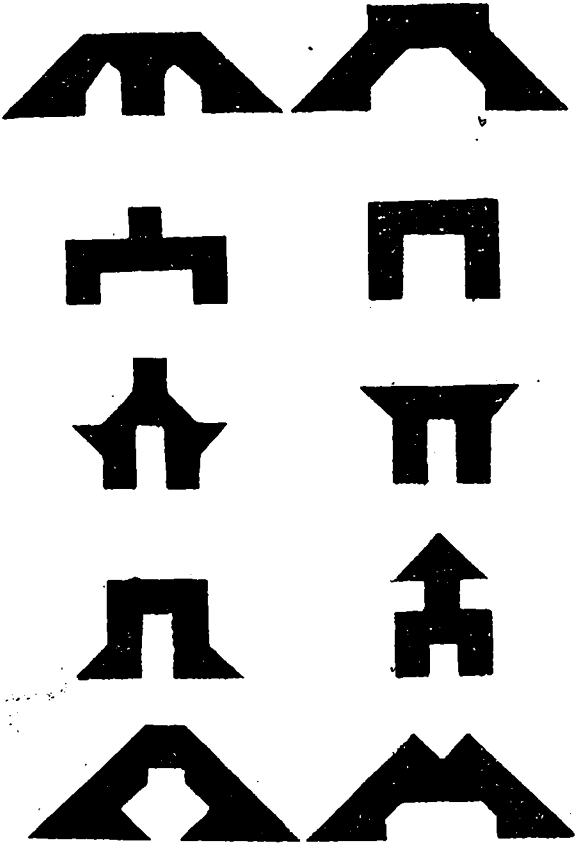


ଆକାରର ପ୍ରକାର

Digitized by PPRACHIN, SOA

ଏପଟରୁ ପୋଲ ପରି ଦିଶେ ତ....



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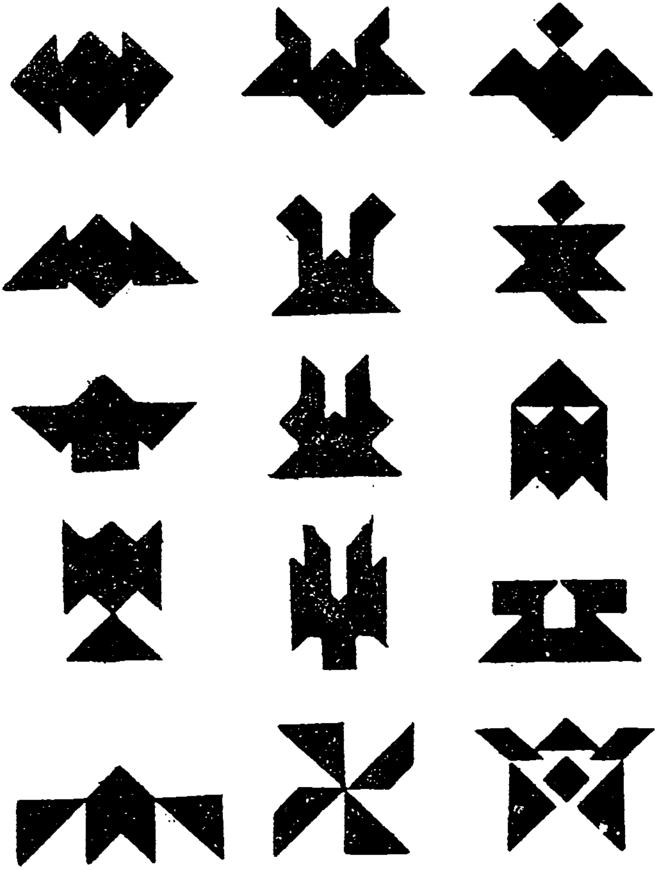
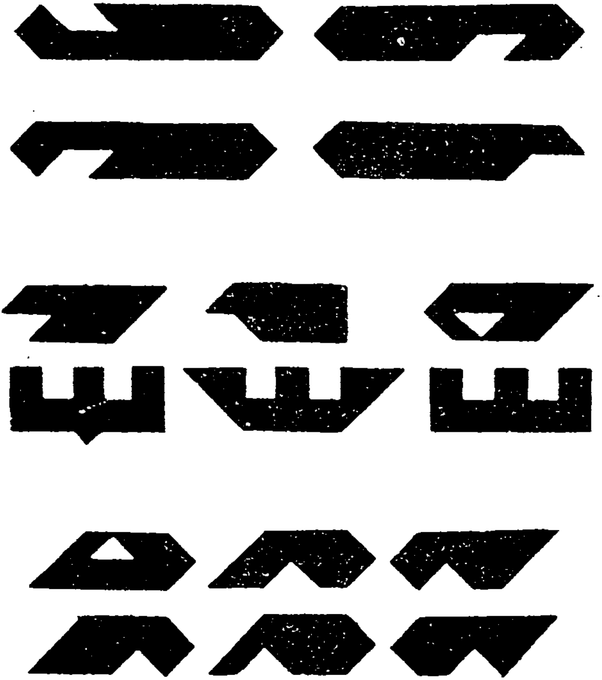


ସେ ପଟରୁ କାହିଁ କେତେ କ'ଣ !

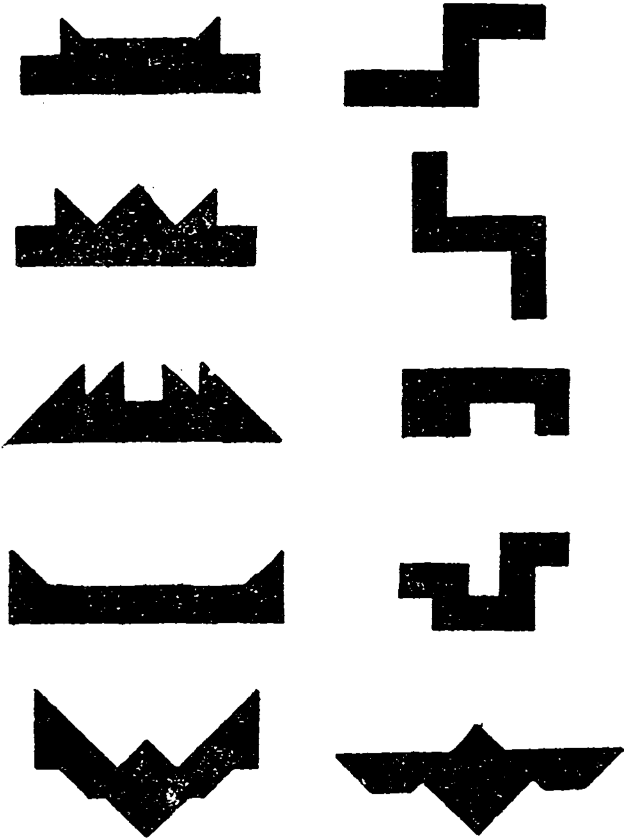
Digitized by PPRACHIN, SOA

କିସ ବାହୁନି ବି ତା ସୃଷ୍ଟିକି !



Digitized by PPRACHIN, SOA

ଆକୃତିର ଭେଳିକି



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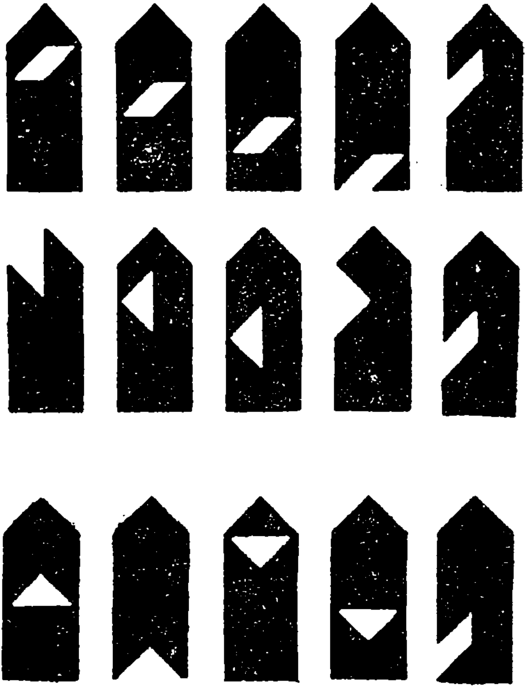
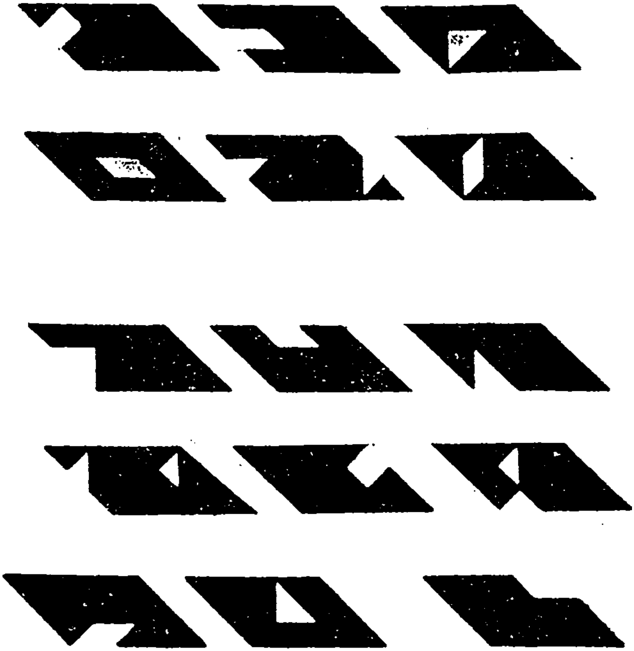


ଅନାବନାର ଆକାରରୁ ଆକୃତି

Digitized by PPRACHIN, SOA

ଆକୃତିମୟ ପୃଷ୍ଠା



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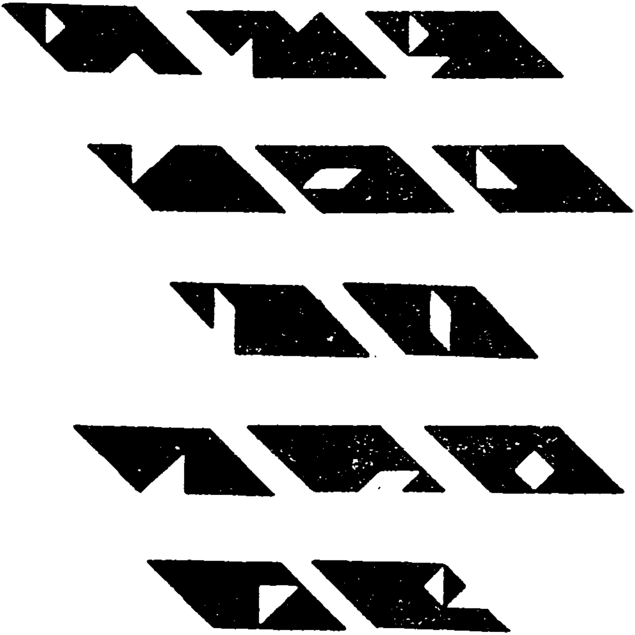
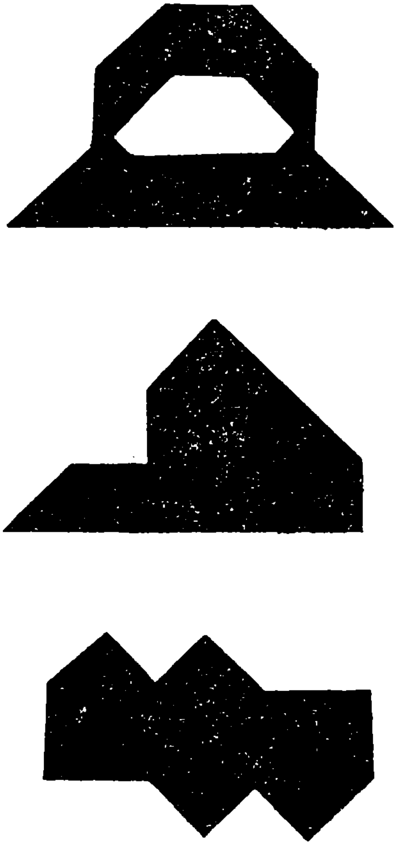


ଆଉ କିଛି ଆକୃତି

Digitized by PPRACHIN, SOA

ଗୀତଟିଏ ଲେଖିପାର

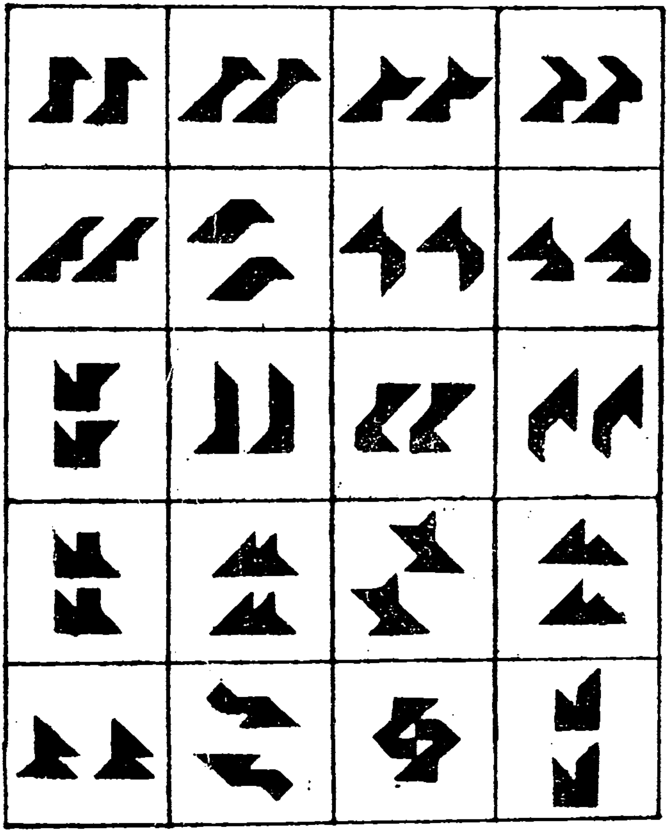
Digitized by PPRACHIN, SOA



ସେତିକି ସହଜ ନୁହେଁ ଯେତିକି ଲାଗୁଛି

Digitized by PPRACHIN, SOA

ସାତ ଖଣ୍ଡରେ ଯୋଡ଼ି ଯାଉଁଳି



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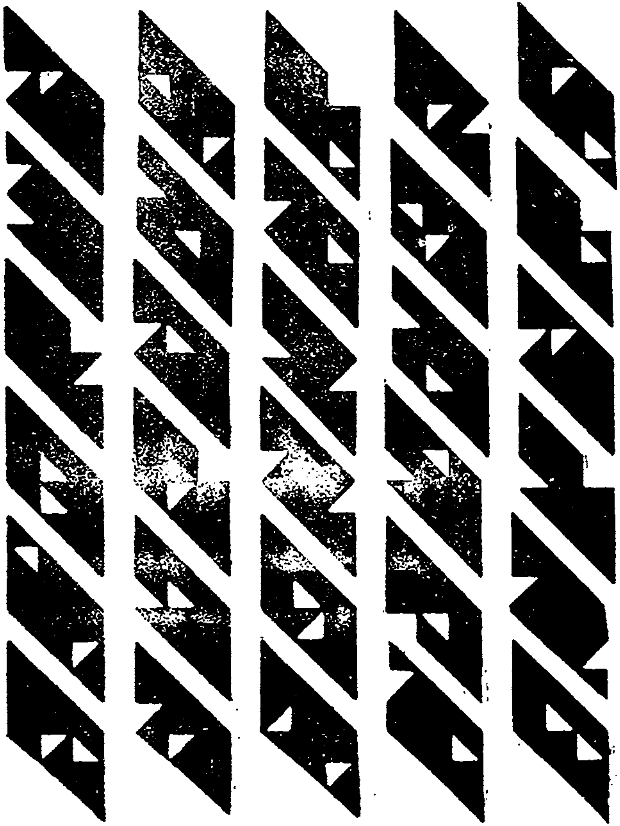

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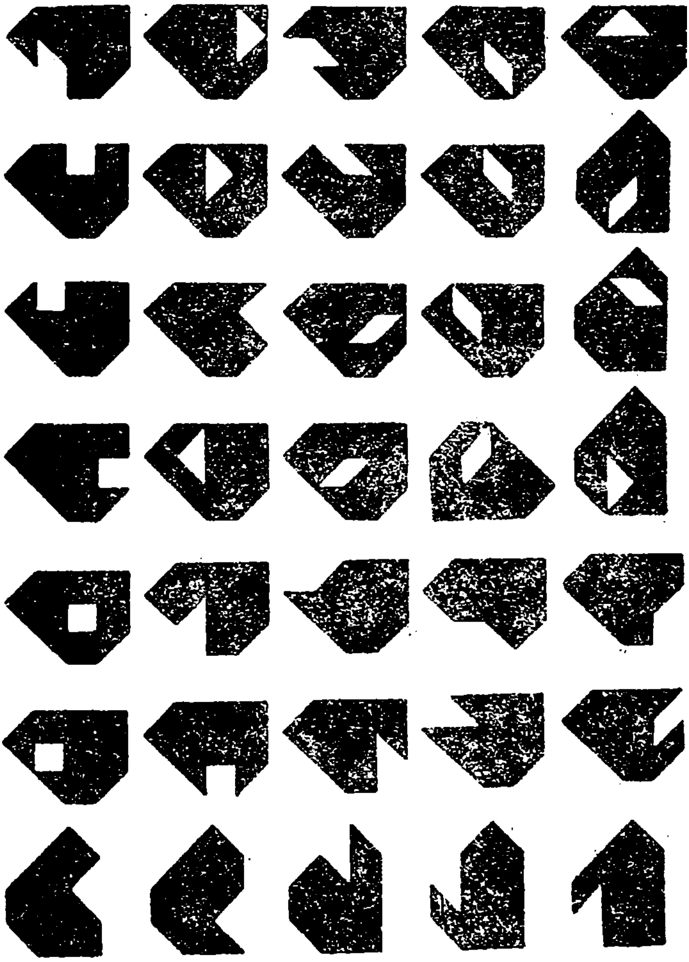
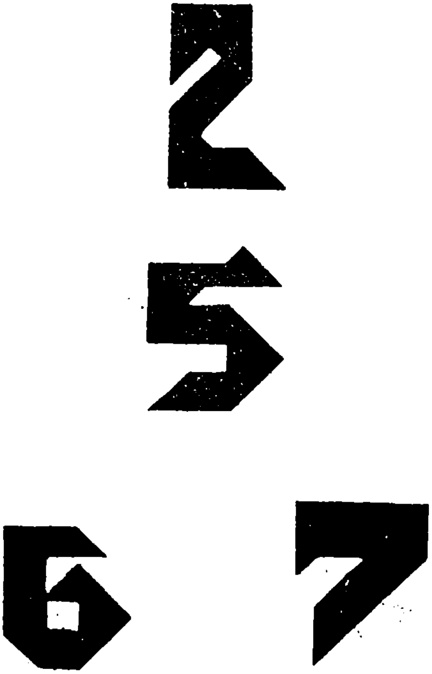


ଘଡିଟାକୁ ଭୁଲିଯିବା !

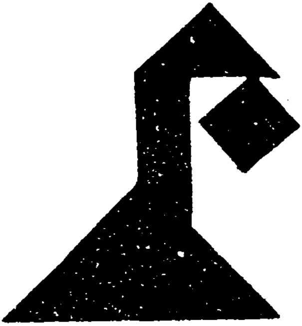
Digitized by PPRACHIN, SOA

ଏହାକୁ ନେଇ କେତୋଟି ସଂଖ୍ୟା କରିପାରିବା ?



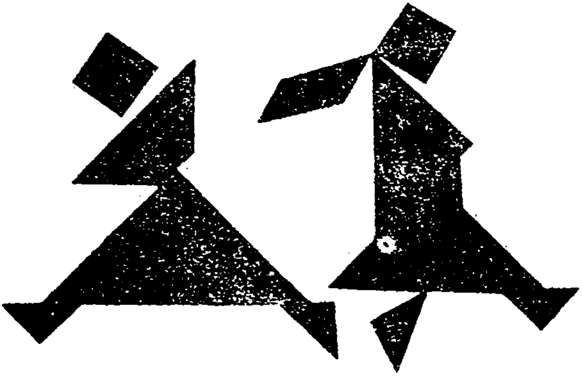
Digitized by PPRACHIN, SOA

ପାରା ମୋର ଘେନି ଆସେ ଦୂର ସନ୍ଦେଶ ।



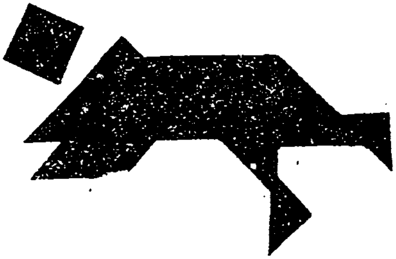
Digitized by PPRACHIN, SOA

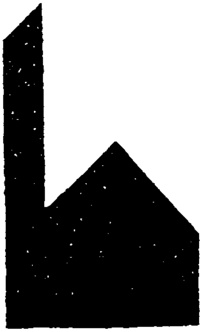
ସିଏ ଯେମିତି, ଆମେ ବି ସେମିତି ।

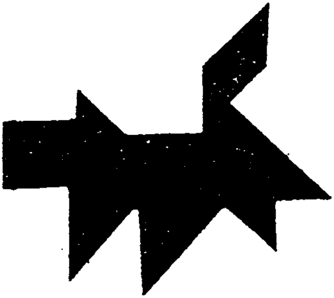


Digitized by PPRACHIN, SOA

ଘରଟା ବି ଆମ ପରି ଖେଳି ପାରନ୍ତା କି ?

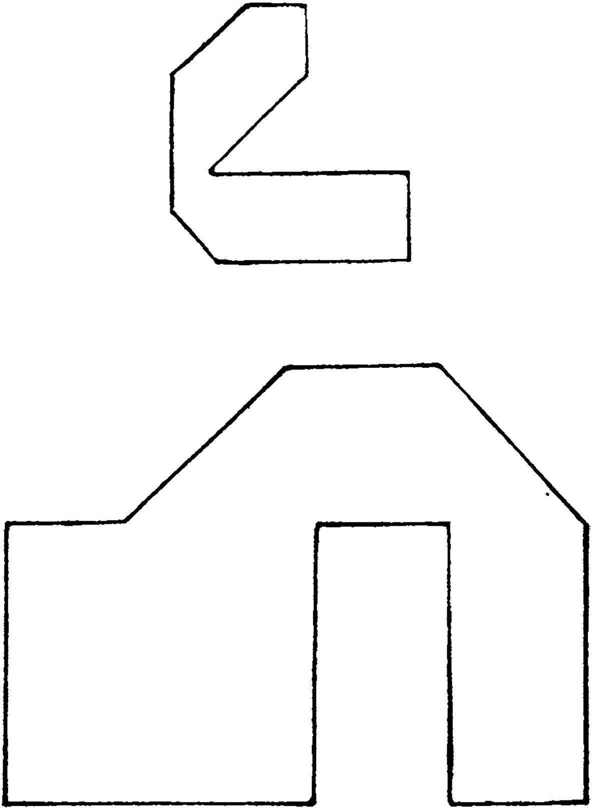






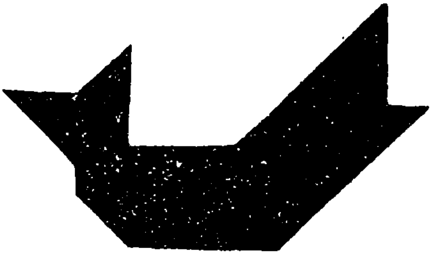
Digitized by PPRACHIN, SOA

କଳା (ରଙ୍ଗ) ବିହୀନ କଳା !



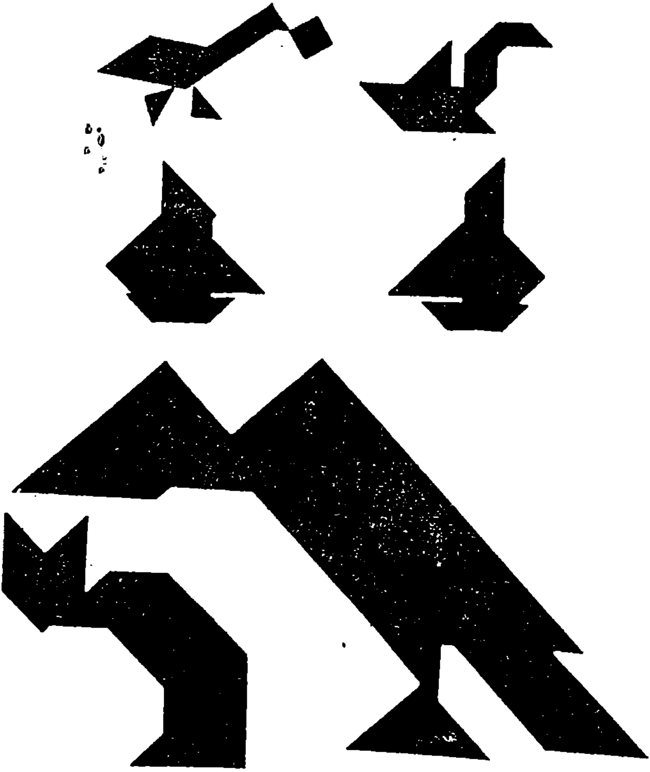
Digitized by PPRACHIN, SOA

ମୀନ ରାଶିର ଦୁଇ ମାଛ ଖୋଜି ଯାଉଛନ୍ତି କି !



Digitized by PPRACHIN, SOA

ବିବର୍ତ୍ତନର ପୃଷ୍ଠାରୁ ....?



Digitized by PPRACHIN, SOA

ଉତ୍ତର ମାଳା

ପ୍ରଶ୍ନଗୁଡ଼ିକରେ ୭ଟି ଖଣ୍ଡକୁ ମିଶାଇ ଏକାଠି କରିଦିଆଯାଇଛି । ଏଥିରେ କେଉଁ ଖଣ୍ଡଟି କେଉଁଠି ଅଛି ଜାଣିବା ପାଇଁ ଅନେକ ଚିନ୍ତା କରିବାକୁ ହୁଏ । ଏହାର ଅସଲ ସାଜସଜ୍ଜାକୁ ଜାଣିବା ପାଇଁ ଆମେ ଉତ୍ତର ପୃଷ୍ଠାଗୁଡ଼ିକ ଉପରେ ଆଖି ପକାଇବା । ଏଠାରେ ସାତଟି ଖଣ୍ଡକୁ ଛାଡ଼ି ଛାଡ଼ି ରଖାଯାଇଛି, ଯେପରି ଯେ କେହି ଏହାକୁ ସହଜରେ ବୁଝିପାରିବେ ।

କିନ୍ତୁ ଉତ୍ତରକୁ ଦେଖି ପହଳିଗୁଡ଼ିକ ସମାଧାନ କରିବେ ନାହିଁ । ଏହାକୁ ନ ଦେଖି ଯଦି ଆପଣ ୭ଟି ଖଣ୍ଡକୁ ପହଳି ଅନୁସାରେ ସଜାଡ଼ି ଦେଇପାରିବେ, ତାହା ଅସଲ ସଫଳତା ହେବ । କେବଳ ଜରୁରୀ କ୍ଷେତ୍ରରେ ବା ବିଫଳତା ସମୟରେ ହିଁ ଏହି ପୃଷ୍ଠା ଉପରେ ଆଖି ପକାଯାଇପାରେ । ଆପଣଙ୍କ ଆବିଷ୍କାର ସମ୍ପର୍କରେ ନିଶ୍ଚିନ୍ତ ହେବା ପାଇଁ ଏହା କେତୋଟି ସହାୟକ ପ୍ରମାଣ ପୃଷ୍ଠା ଅଟେ । ଦରକାର ହେଲେ ହିଁ ଦେଖନ୍ତୁ ।

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ଦୟାକରି ଧ୍ୟାନ ଦିଅନ୍ତୁ ।

ପୃଷ୍ଠା ୮୯ ଓ ୯୦ ରେ ଥିବା ଉତ୍ତରଗୁଡ଼ିକୁ ପ୍ରଶ୍ନର କ୍ରମ ଅନୁସାରେ ସଜାଯାଇ ନାହିଁ । ଏଗୁଡ଼ିକୁ ମେଳାଇ ଦେଖନ୍ତୁ ।

ପୃଷ୍ଠା ୬୪, ୬୭,୯୦ ଓ ୯୧ର ପ୍ରଶ୍ନର ଉତ୍ତରକୁ ଏଠାରେ ଜାଣିଶୁଣି ଦିଆଯାଇନାହିଁ । ଆପଣ ଏହାକୁ ନିଜେ ସମାଧାନ କରିବା ପାଇଁ ଚେଷ୍ଟା କରନ୍ତୁ ।

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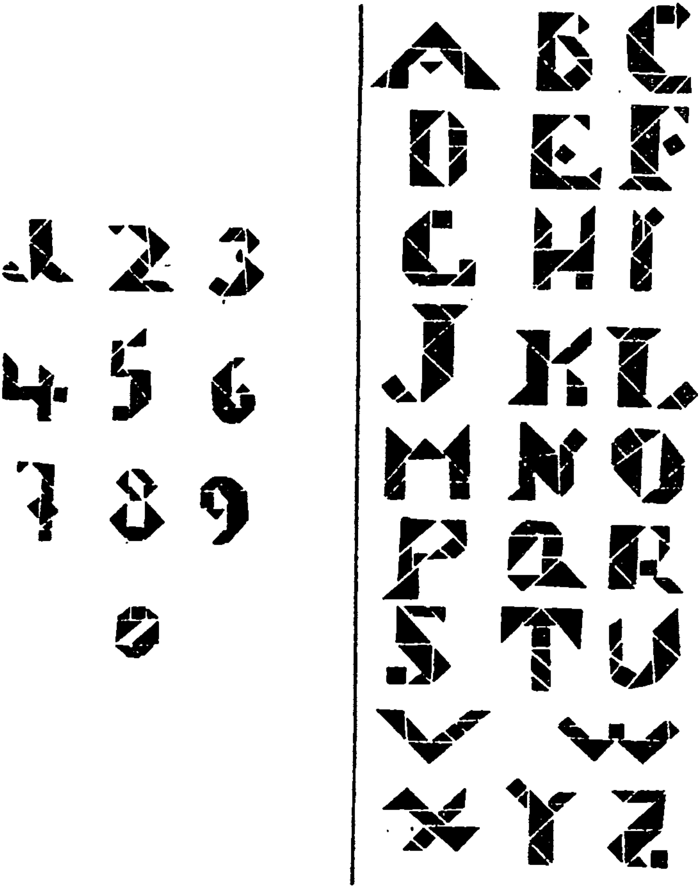

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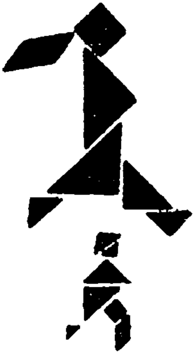

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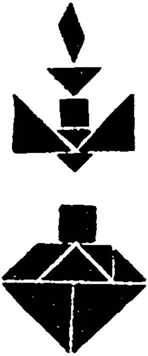

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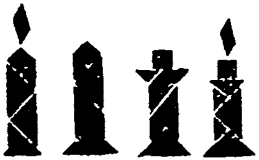
Digitized by PPRACHIN, SOA



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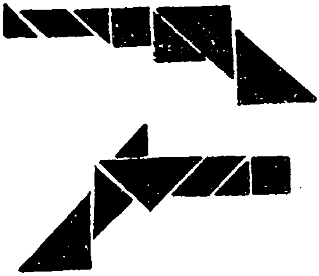

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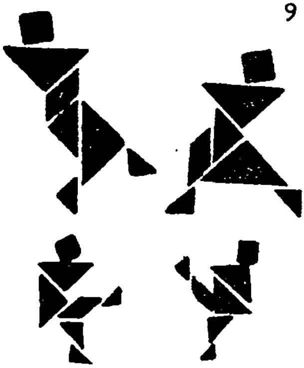

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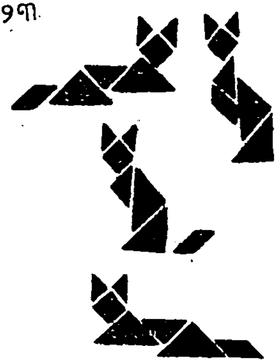

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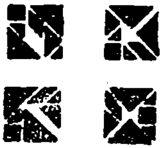

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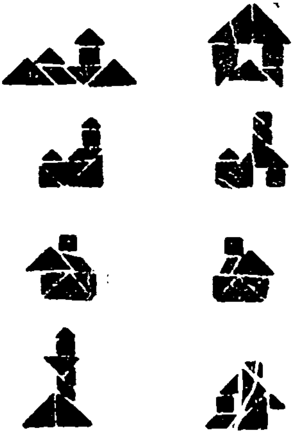

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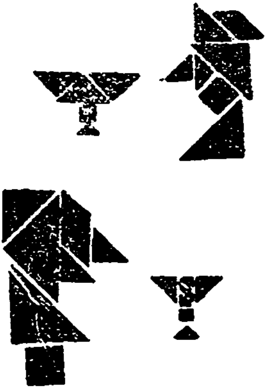

Digitized by PPRACHIN, SOA

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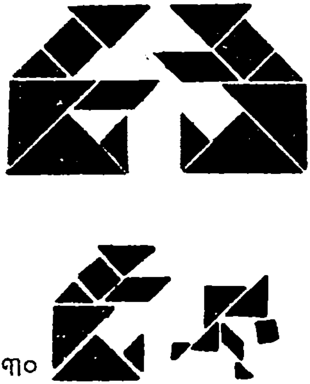

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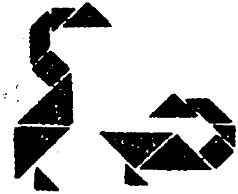

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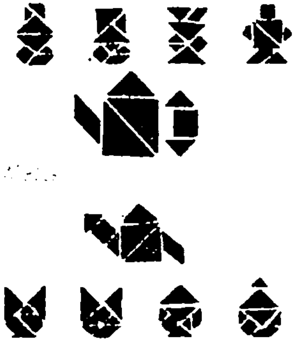

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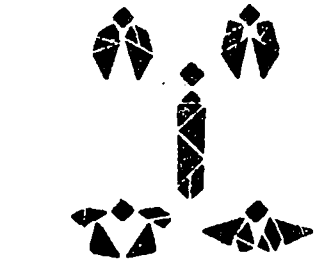

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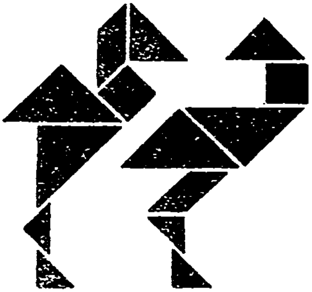

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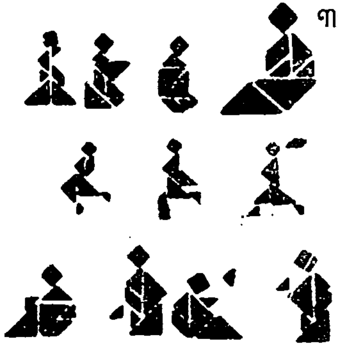

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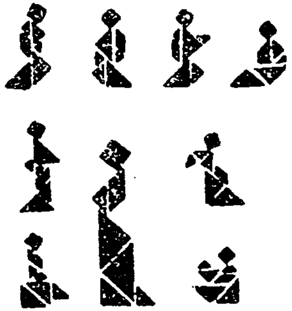

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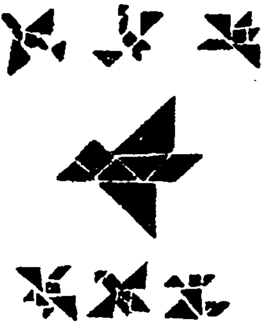

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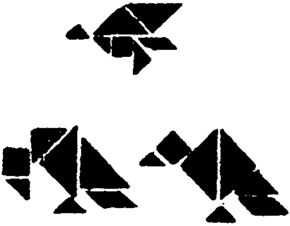

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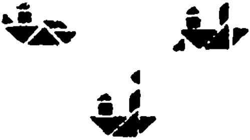

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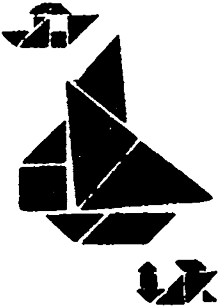

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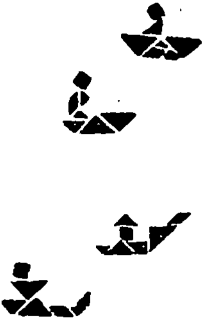

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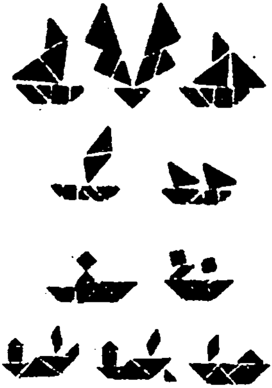

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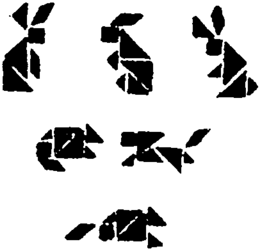

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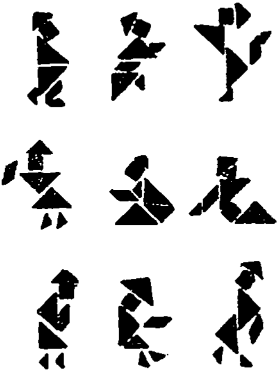

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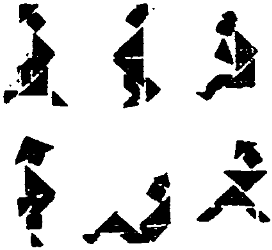

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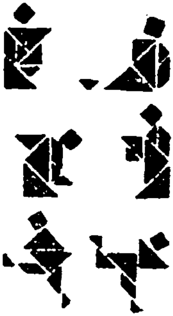

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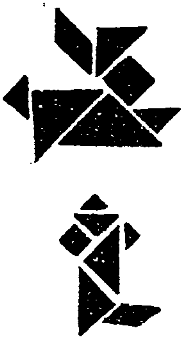

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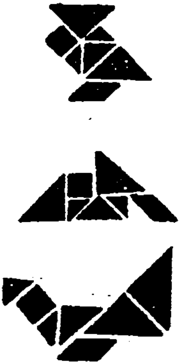

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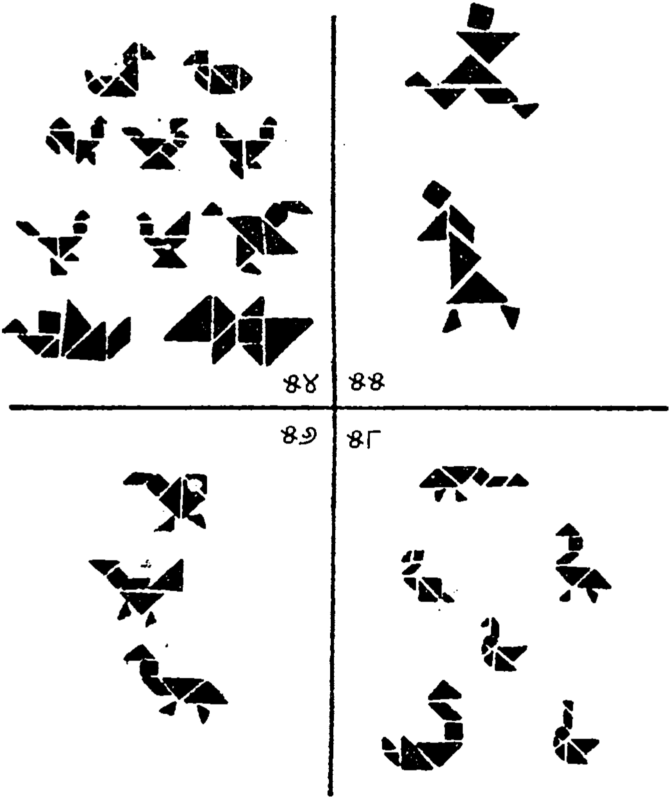

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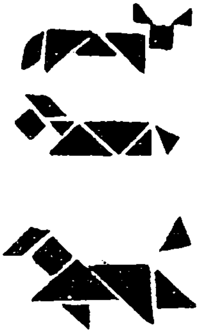

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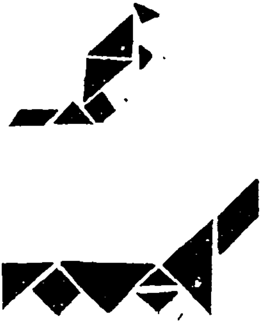

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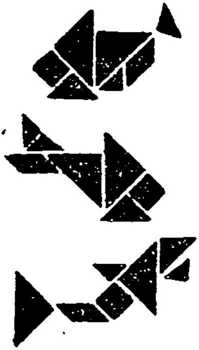

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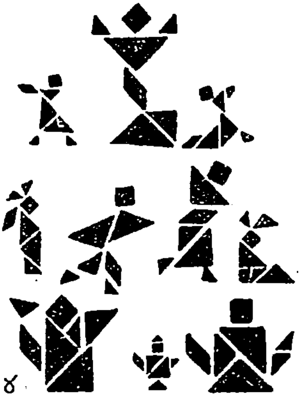

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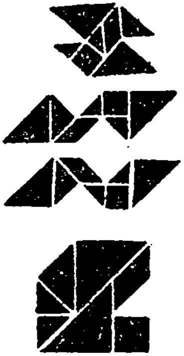

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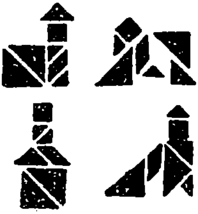

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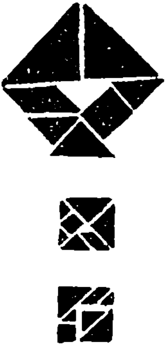

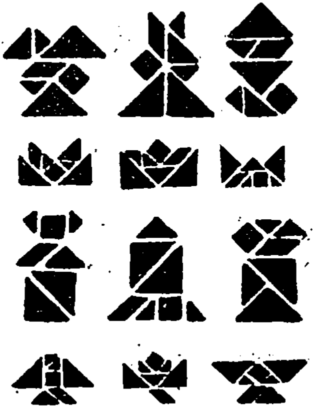

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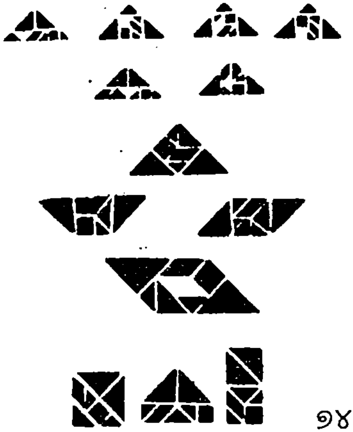

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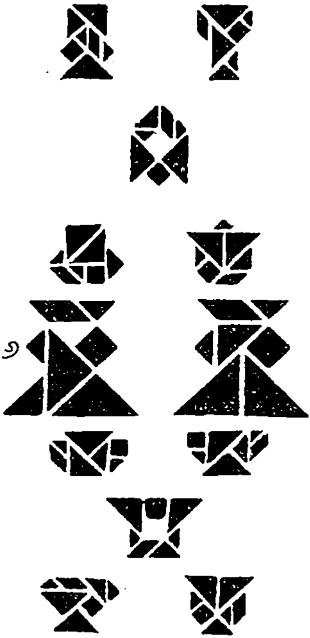

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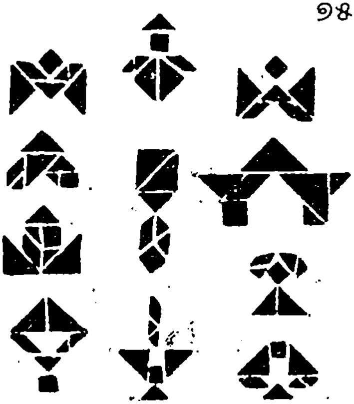

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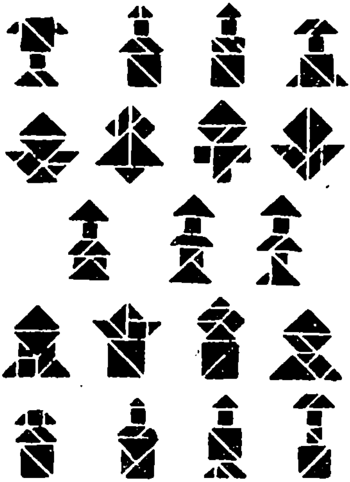

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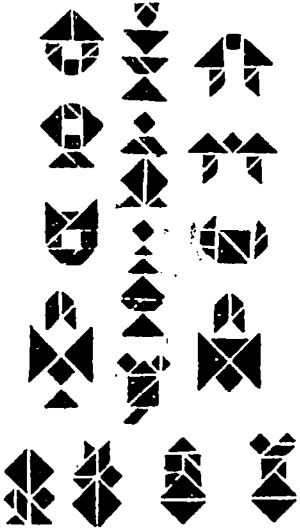

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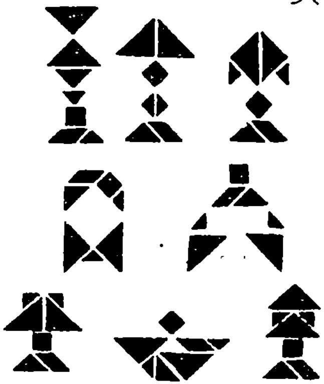

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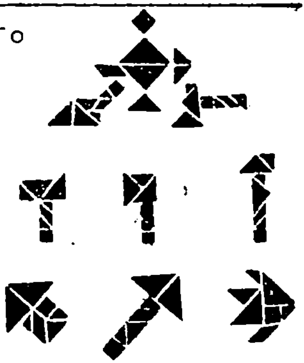

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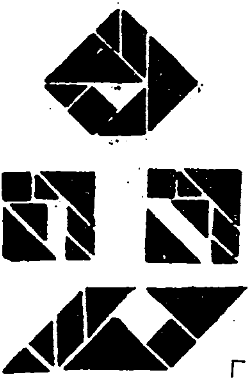

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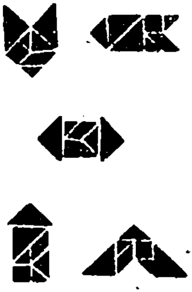

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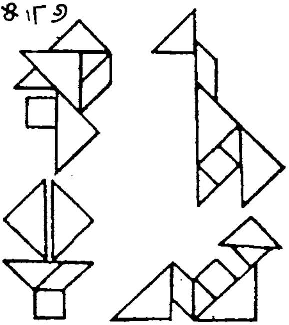

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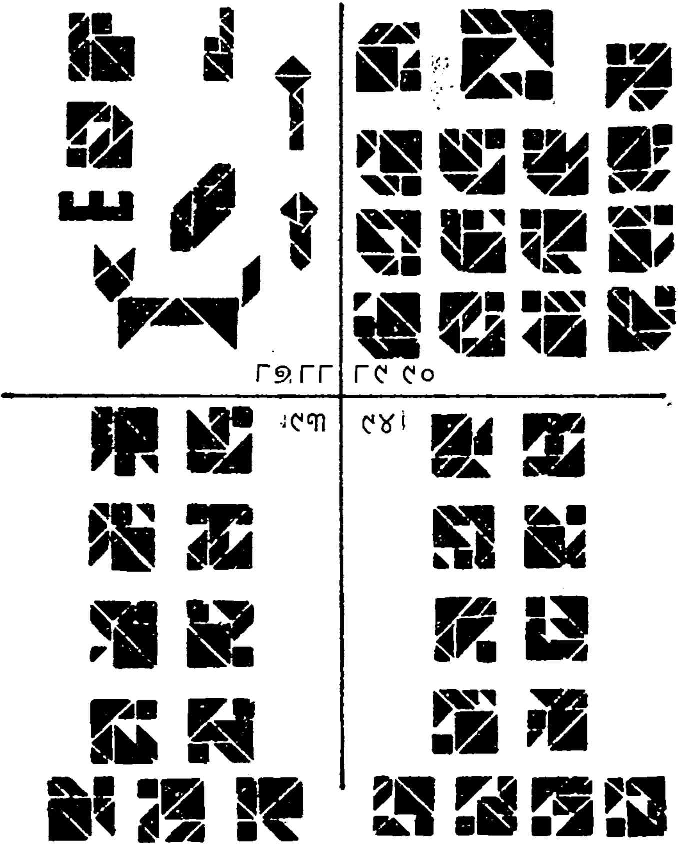

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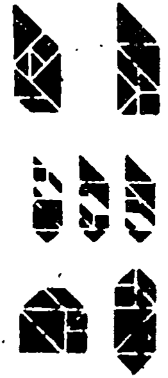

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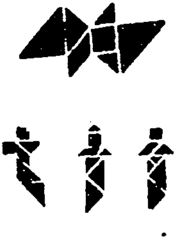

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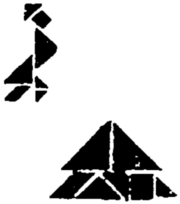

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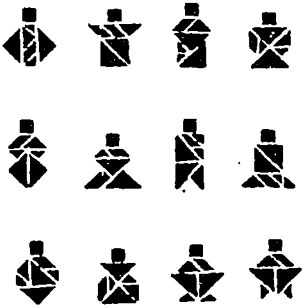

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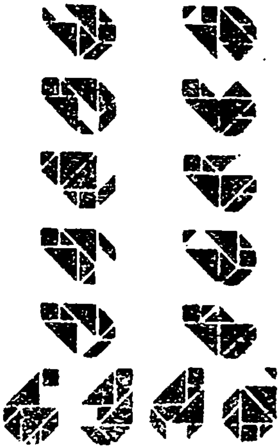

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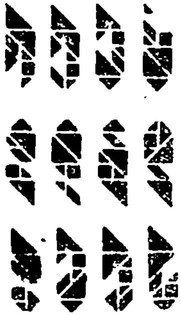

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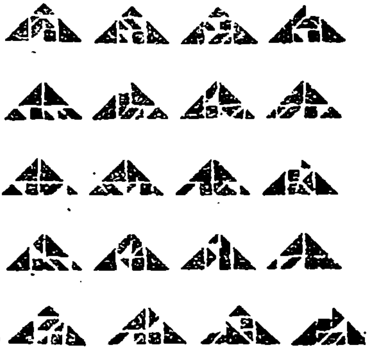

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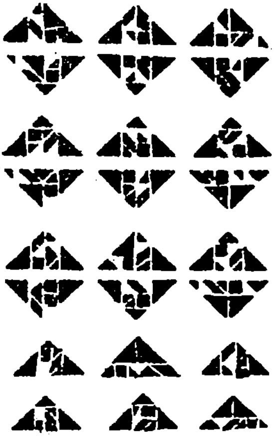

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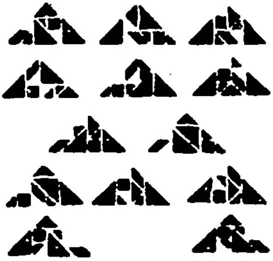

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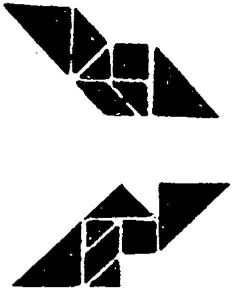

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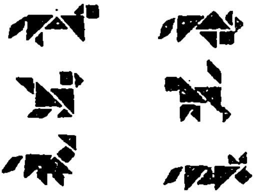

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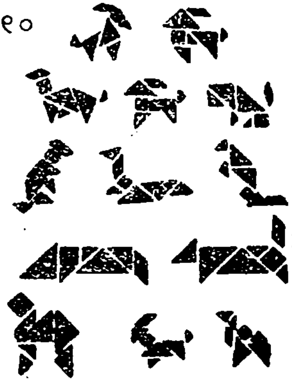

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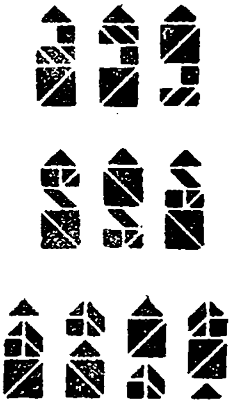

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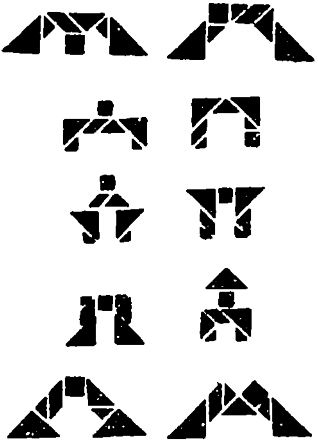

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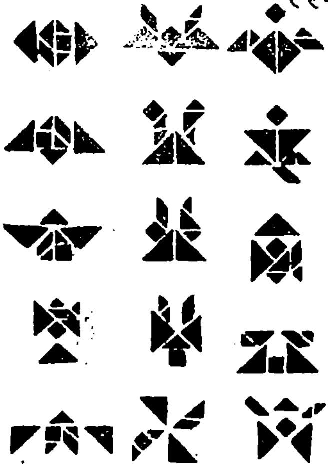

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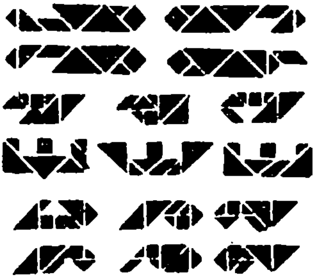

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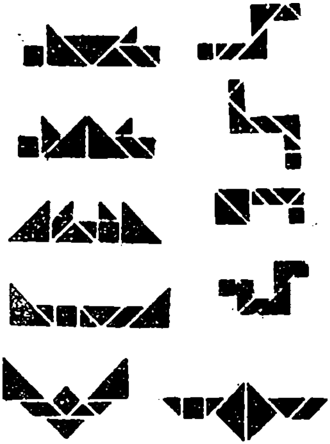

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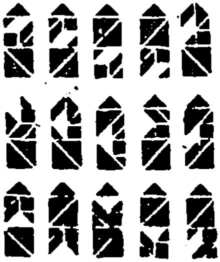

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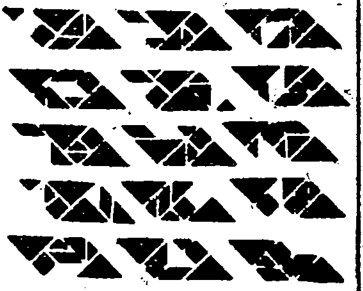

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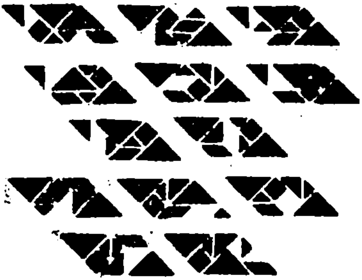

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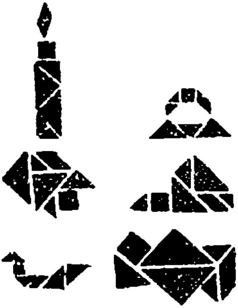

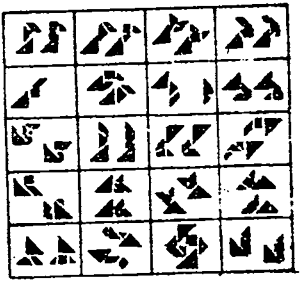

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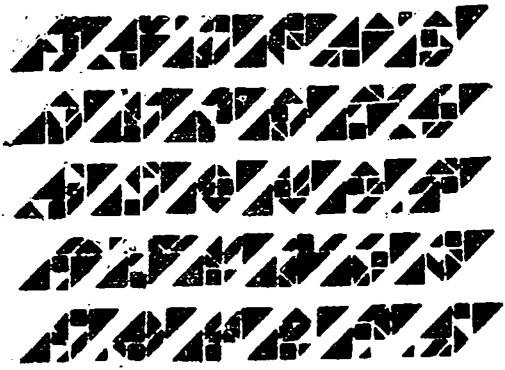

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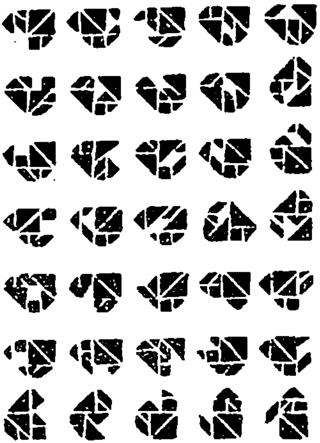

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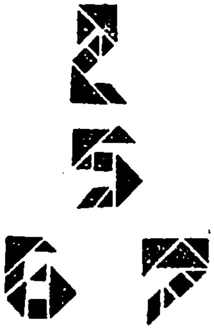

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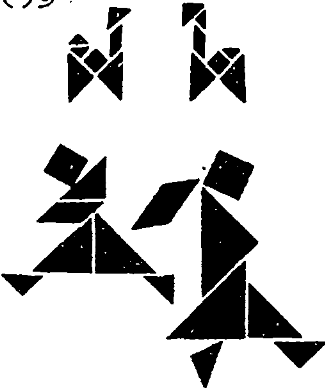

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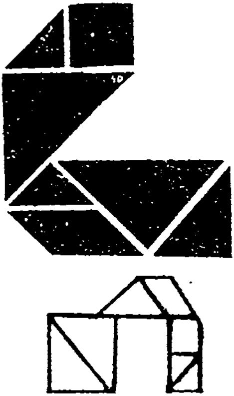

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'ମାନବିକ'ର କିଛି ପ୍ରକାଶନ

ଶିକ୍ଷା ସନ୍ଦେଶ

୧. ମୁଁ ଇସ୍କୁଲ ଯିବି ... କୁଆନ୍ ହୁଆ (ଚୀନ୍)
୨. ବାପା ଯେବେ ପିଲା ଥିଲେ... ଆଲେକ୍‌ଜାଣ୍ଡାର ରସ୍କିନ୍(ଋଷ)
୩. ଦୁଇଶେନ୍...ଚେଙ୍ଗିଜ୍ ଆଇତ୍ମାତୋଭ୍ (ଋଷ)
୪. ଭଲ ସ୍କୁଲ... ଜନ୍ ହୋଲ୍ଟ୍ (ଆମେରିକା)
୫. ଶିକ୍ଷକ ... ସିଲ୍‌ଭିଆ ଏଷ୍ଟନ୍ ୱାର୍ଣ୍ଣର୍ (ନିଉଜିଲାଣ୍ଡ)
୬. ଶିକ୍ଷକ ହବତ ଏମିତି ... ଗିଜୁଭାଇ (ଭାରତ)
୭. ପିଲାଙ୍କ ସହ ଆଲୋଚନା...ଗେରେଥ୍ ବି. ମାଥ୍ୟୁଜ୍ (ଆମେରିକା)
୮. ବିପଦ : ସ୍କୁଲ
୯. ସବୁ ସମୟରେ ଶିଖିବା...ଜନ୍ ହୋଲ୍ଟ୍ (ଆମେରିକା)
୧୦. ମୋ ଜୀବନ କାହାଣୀ ...ହେଲେନ୍ କେଲେର୍ (ଆମେରିକା)
୧୧. ପିଲାଏ କିପରି ବିଫଳ ହୁଅନ୍ତି ... ଜନ୍ ହୋଲ୍ଟ୍ (ଆମେରିକା)
୧୨. ଉତ୍ପୀଡ଼ିତଙ୍କ ଶିକ୍ଷାଶାସ୍ତ୍ର : ପଲୋ ଫ୍ରେରେ (ବ୍ରାଜିଲ୍)
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୨୪. ଗୀତ ବଗିଚା

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